

Project Pitch

For the final project I'm going to make multiple versions of pong. I'm going to make three versions, but instead of counting score, each hit is going to be a sentence/response, creating a conversation between the two paddles. Each game is going to be a different stage in the conversation, with it getting more intense each time. The player will always have three options to respond each time, and each would be chosen by which third of the screen the ball and paddle meet. In a basic version of pong this style of selection would be quite random, but I'm going to try and add some ways in which you can curve the ball by hitting it while moving. It will still be pretty random but I kind of like that you have a limited, but not negligible input on the conversation.

I don't know if you can make multiple games linked with each other, but if it's possible I would like the next game to open when the other finishes. If not, it should be possible to do it all in one game. I also want to add some video cut scenes between each game, related to the end of each conversation, as well as a shifting mood and colour scheme depending on the tone of the conversation. I have a bunch of questions on how I can execute this game (can I use arrays to categorize each response?) but I'll talk to you in person about these once you have read this.