PYTHON PROJECT

PONG: THE ARCADE GAME

TEAM:

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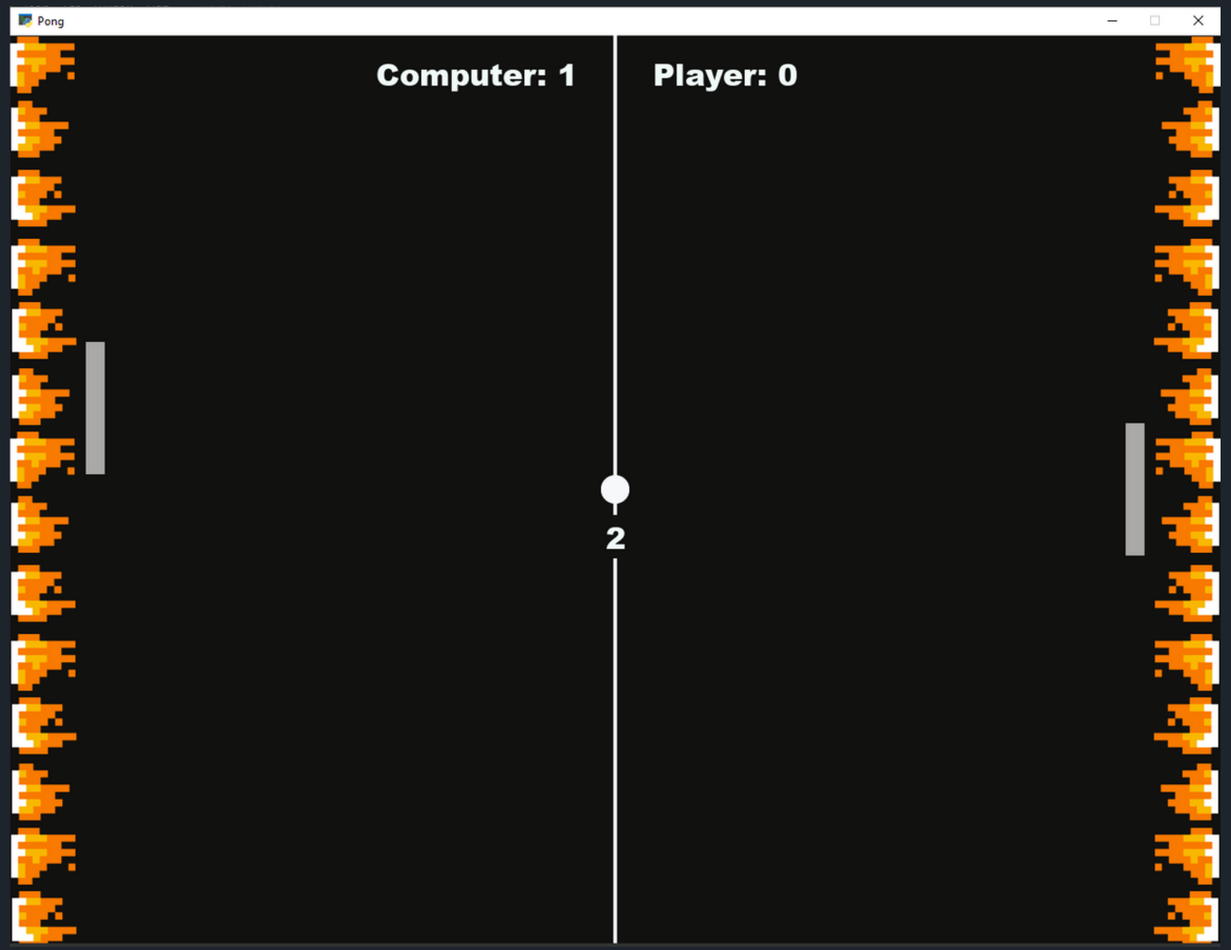
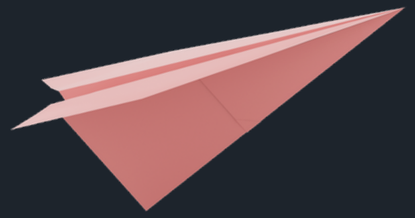
Agenda

- To build the classic arcade game 'Pong' using Python.

What the game looks like:

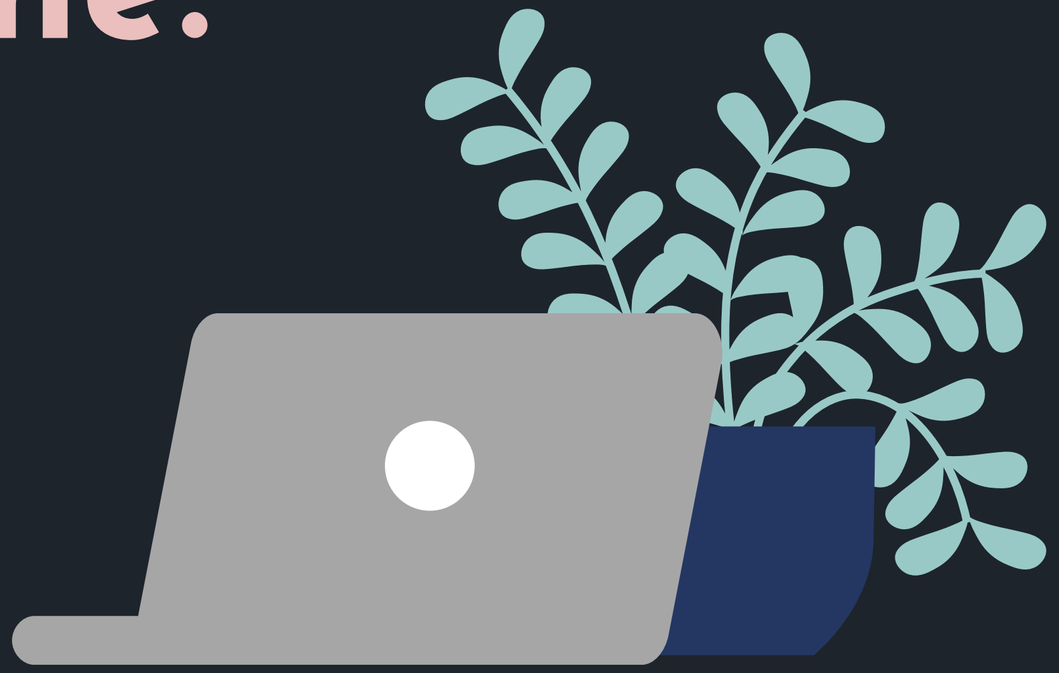




Source Code

- Code: GitHub

Identifying the steps to build a game:



The process of building any game can be broken down to a logical sequence of common steps involved.

These steps include:

- Identifying the aim of the game
- Choosing graphic components relevant to the goal of the game
- Designing the gaming window
- Adding modifications to attributes, adding sound, making a scoring system, etc.

- The steps involved in the process of building the classic Pong game in Python are:

Step 1: Creating the graphic components

- We will first create the graphic components for the game screen: a ball, two paddles and a border.
- We will also distinguish between the two players' areas by specifying Computer and Player on the two sides of the screen.

Step 2: Setting the attributes of the components

- The physical attributes of the graphic components, such as the color, size, and font style of the text, etc. are adjusted to the desired values.
- We have also added sounds to the game to add to the experience.

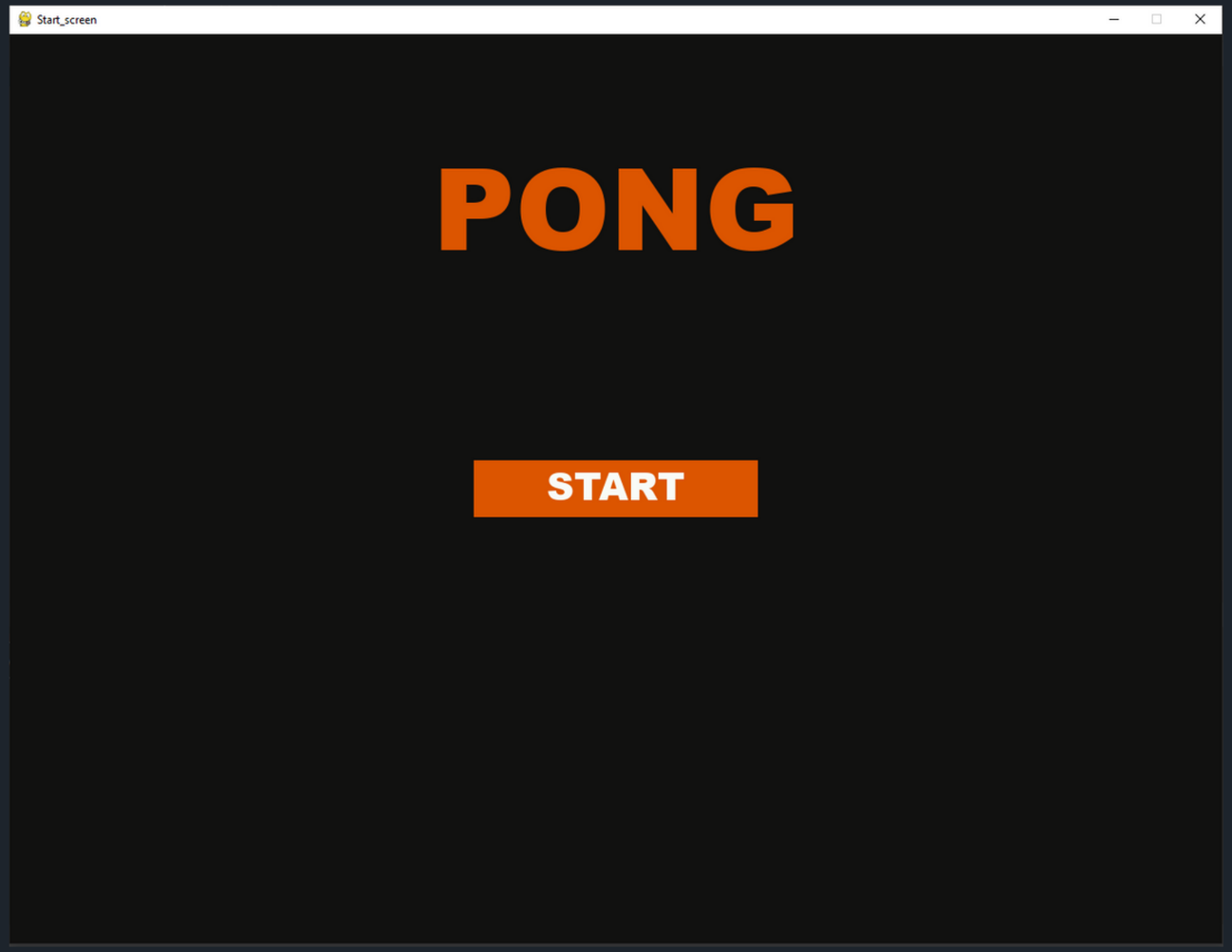
Step 3: Moving the paddles and the ball

- We have assigned paddle A to the Computer and the paddle B is handled by the Player

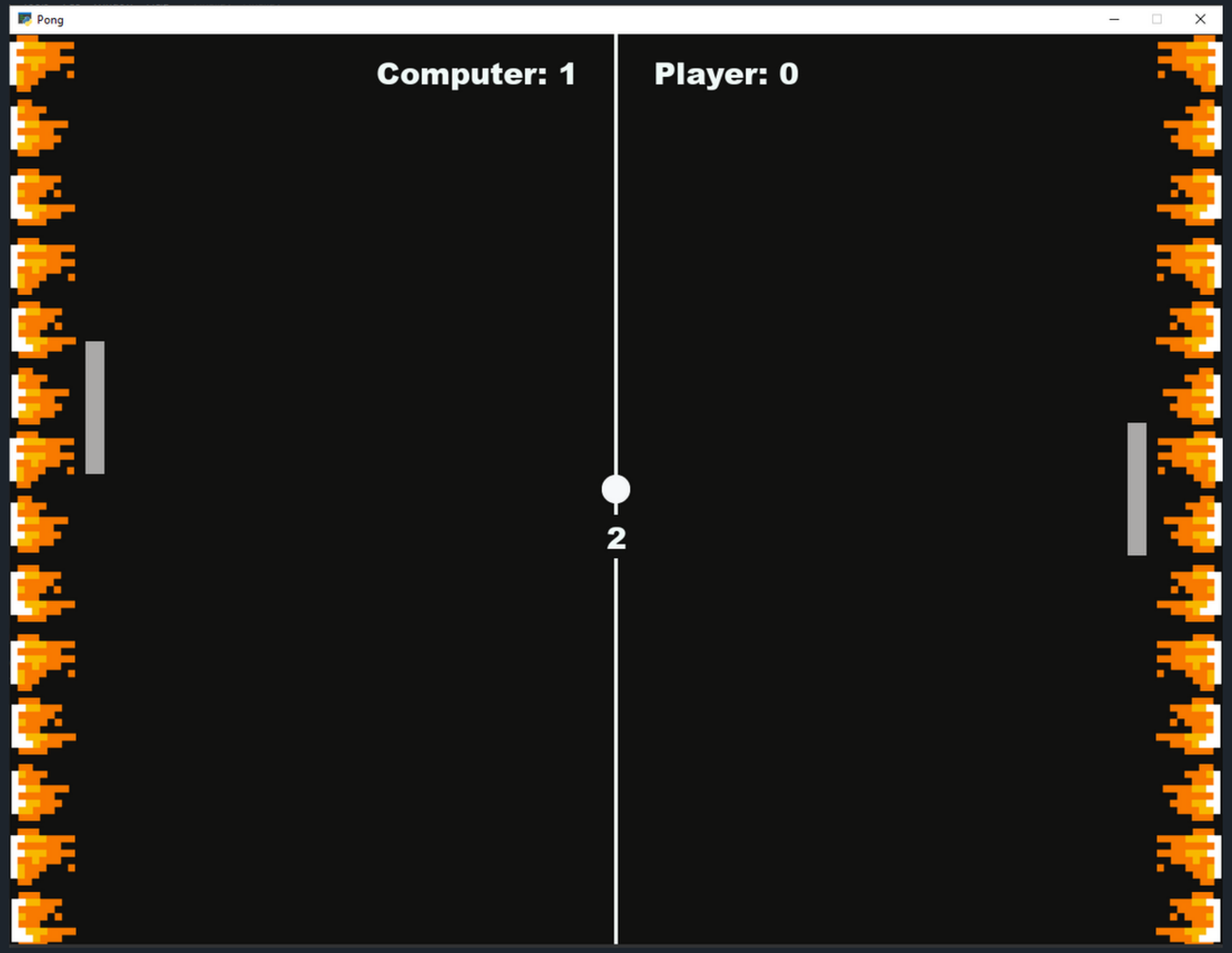
Step 4: Adding a scoring system

- Finally, we need a scoring system which will add a point to the opponent's score when the ball is left unattended.

Start screen:

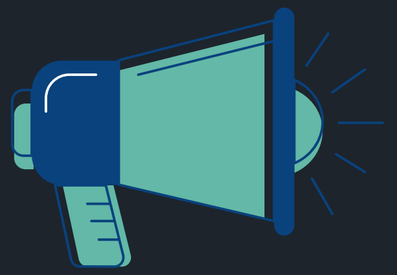


Game Window



FOLLOWING SUGGESTIONS WERE GIVEN TO US ON OUR PROJECT:

- Graphics needed to be improved and to that effect, we could use different libraries, modules, etc.
- We also needed to add something more to the game to make it more fun.



CHANGES:

- We were given helpful feedback and knowledge about the modules and libraries available to us.
- Initially, we had used the turtle module as it is more beginner friendly. But to better suited graphics, we used PyGame module.

- We assigned a paddle to the computer because initially two people had to be present to play the game but now one of the paddles is handled by the computer. Now, a single player can play the game by themself.

- There is also a screen with a start button the user needs to click to start the game.

- We have also added a condition where in case the player misses the ball, there is a three seocnd countdown on the screen before the game resumes.

ACKNOWLEDGEMENT

We would like to express our sincere gratitude to our professor, Ms. Snehal Rajput, for her continuous support and guidance. We appreciate this opportunity to apply our knowledge to the test and hone our practical coding skills.

We are also thankful to our fellow batchmates for their continuous support and constructive input.

THANK YOU!

END