

The game I'm choosing is pong.

Deconstruction

Pong is a two player video game based on the real life game "table tennis". The player controls a paddle and moves it vertically. The second player can either be a real player or an ai. The paddles are on opposite sides of the screen, left and right. The two players move their paddles to hit the ball to the other side. The goal of this game is to reach 11 points first. Whenever someone misses the ball, the other player gets a point.

My game will consist of 2 paddles on either side of the screen, a line in the middle of the screen separating the 2 sides, and a ball.

I will be encapsulating the paddles in a class.

The player will be controlled by the up and down arrow buttons.

