

ATARI



Pong

Game Document

Version #01

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I. Game Overview

Goal of the game is to reach 11 points. Player controls a paddle that only moves vertically and deflects the ball back to the other side. Player versus AI or Player versus player.

II. Game Play Mechanics

The ball deflects off the top and bottom boundaries and also the two paddles. The paddles only move vertically and must stay within the boundaries of the playing area. The ball will always leave at the same angle it enters in.

III. Camera

Top down 2D

IV. Controls

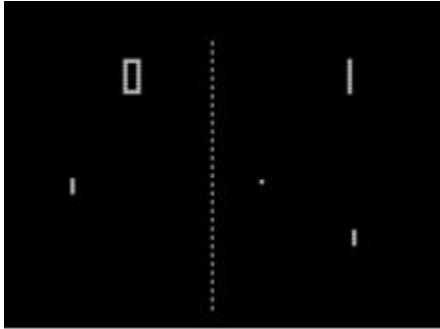
Joystick that allows for up, down, left, right, a button for confirming and a button for back.

V. Saving and Loading

Game includes no saving or loading.

VI. Menu and Screen Descriptions

Paddles and a line showing the center. Also the scores are displayed at the top for each side. The game will play a demo and when start is selected the game will automatically begin



VII. Game World

Black void with floating paddles and ball.

VIII. Scoring

When a player does not return the ball to the other side the other side gains a point.

IX. Future Features

- *Enable power ups to be picked up by the ball that change the behaviour of the ball*
- *Power ups that change how the paddle interacts with the ball*
- *Multiplayer allowing player vs player*