

---

# PONG

---

Sam Huffer, 101633177



Note: Completed individually, not as a pair

# Pong

## Articles

*Centre for Computing History* compiled an article about *Pong*. They discussed its success as an arcade game and as an in-home game, *Home Pong*, played on one's television, and the prevalence of clones produced by competitors.

<http://www.computinghistory.org.uk/det/4007/Atari-PONG/>

Matt Barton and Bill Loguidice wrote an article on the history of *Pong* for the website *Gamasutra*. They discussed the history of computing, the earliest games to be implemented on those systems, such as *OXO* in 1952, and *Pong*'s computer game precursors and contemporaries.

[https://www.gamasutra.com/view/feature/132293/the\\_history\\_of\\_pong\\_avoid\\_missing\\_php?print=1/](https://www.gamasutra.com/view/feature/132293/the_history_of_pong_avoid_missing_php?print=1/)

Tim Stevens wrote a review of pong for *Engadget*. In it, he discusses *Pong*'s original hardware, in terms of its feel, colours, and components, and its gameplay.

<https://www.engadget.com/2012/04/01/atari-pong-review/>

## Pictures



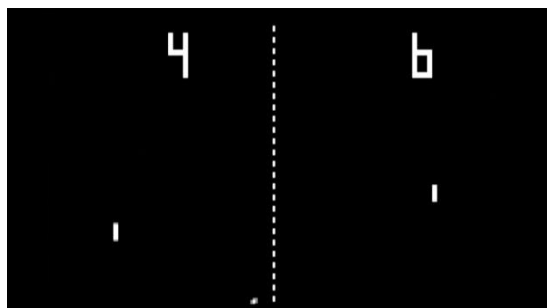
Title screen of Pong clone, sourced from a tutorial about building a Pong clone in Unity

<https://www.sitepoint.com/building-a-pong-clone-in-unity-ui-and-gameplay/>



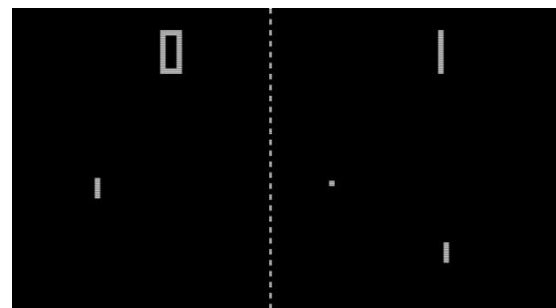
Screenshot of the Game Over screen of Classic Pong, sourced from the MSX Games World page on Classic Pong

<https://www.msxgamesworld.com/gamecard.php?id=2998>



Screenshot of gameplay from Pong, from a Variety article on a proposed Pong game show

<http://variety.com/2018/tv/news/pong-game-show-atari-1202681958/>



Screenshot of gameplay from Pong, from the Gizmodo article What Was the First Ever Video Game You Played?

<http://www.gizmodo.co.uk/2012/11/what-was-the-first-ever-video-game-you-played/>



Image of a Pong arcade game console, sourced from the Museum of Play page on Pong.

<http://www.museumofplay.org/online-collections/22/67/109.17106>

## Videos

*Ralph Baer and Bill Harrison Play Ping-Pong Video Game, 1969*: Footage of a demonstration of *Ping-Pong*, precursor of Atari's *Pong*, being played on a television set by Ralph Baer and Bill Harrison.

<https://www.youtube.com/watch?v=1LsRGUODHIQ>

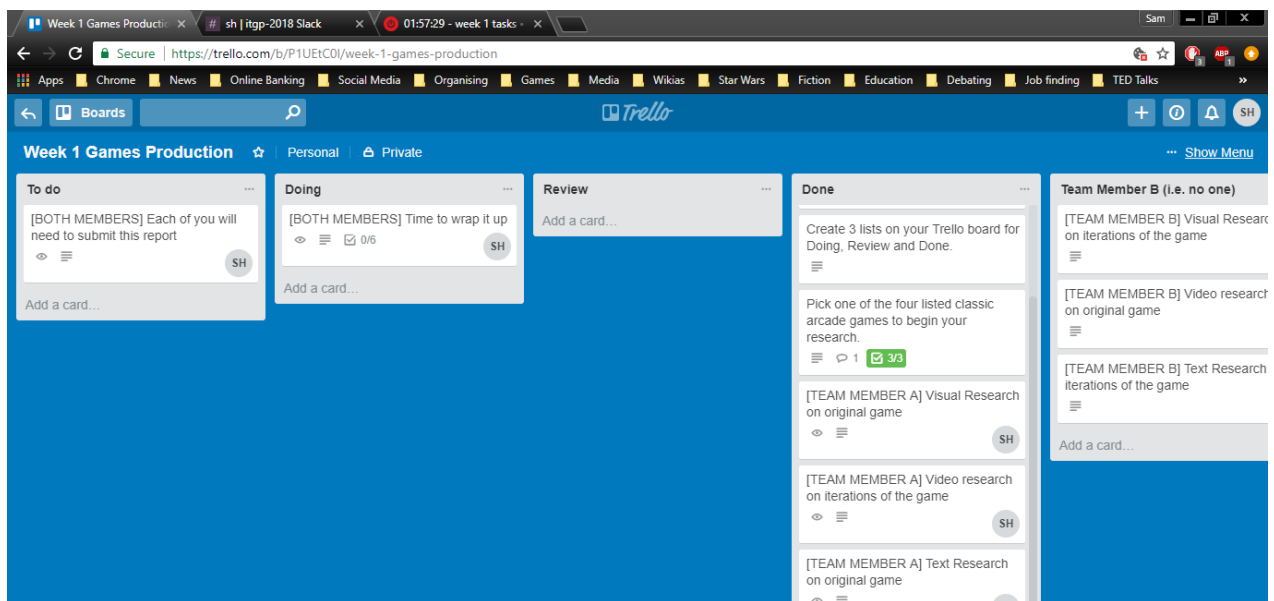
*Original Atari PONG (1972) arcade machine gameplay video*: Footage of gameplay from Atari's *PONG*.

<https://www.youtube.com/watch?v=fiShX2pTz9A>

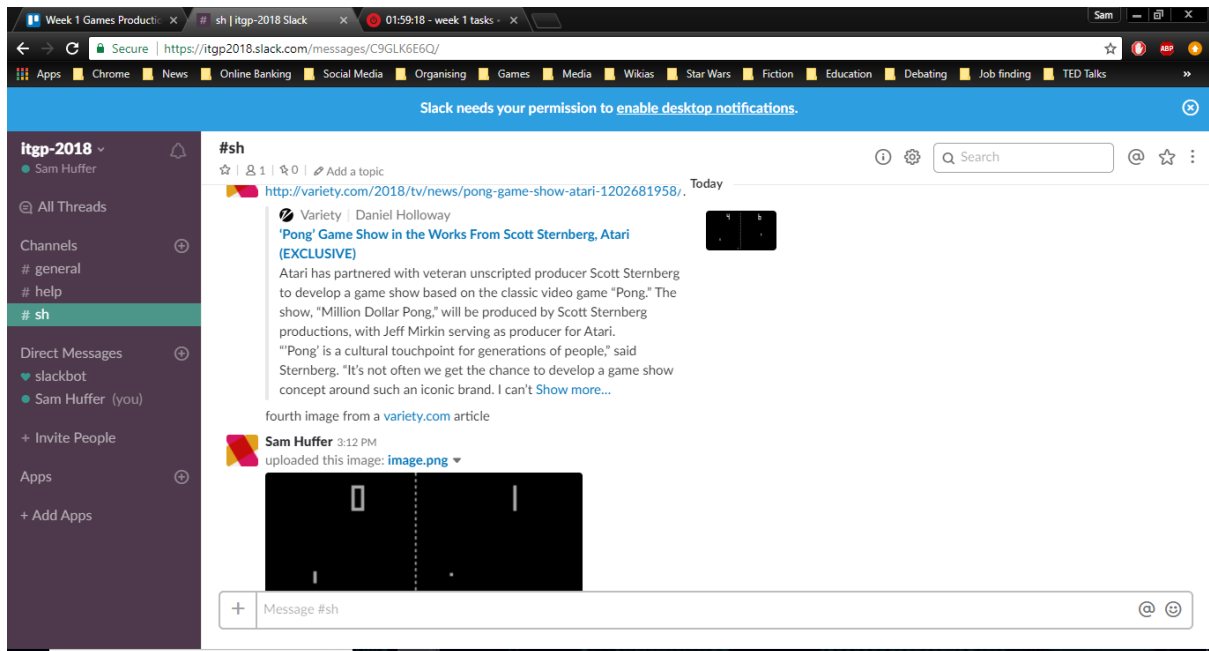
*Processing Pong Game: Game over method (Part 4/4)*: Part 4 of a series of tutorials on programming a clone of *Pong* in C#, with demonstrations of the effects of various changes and improvements to the game's code.

<https://www.youtube.com/watch?v=Xdeih9syh4I>

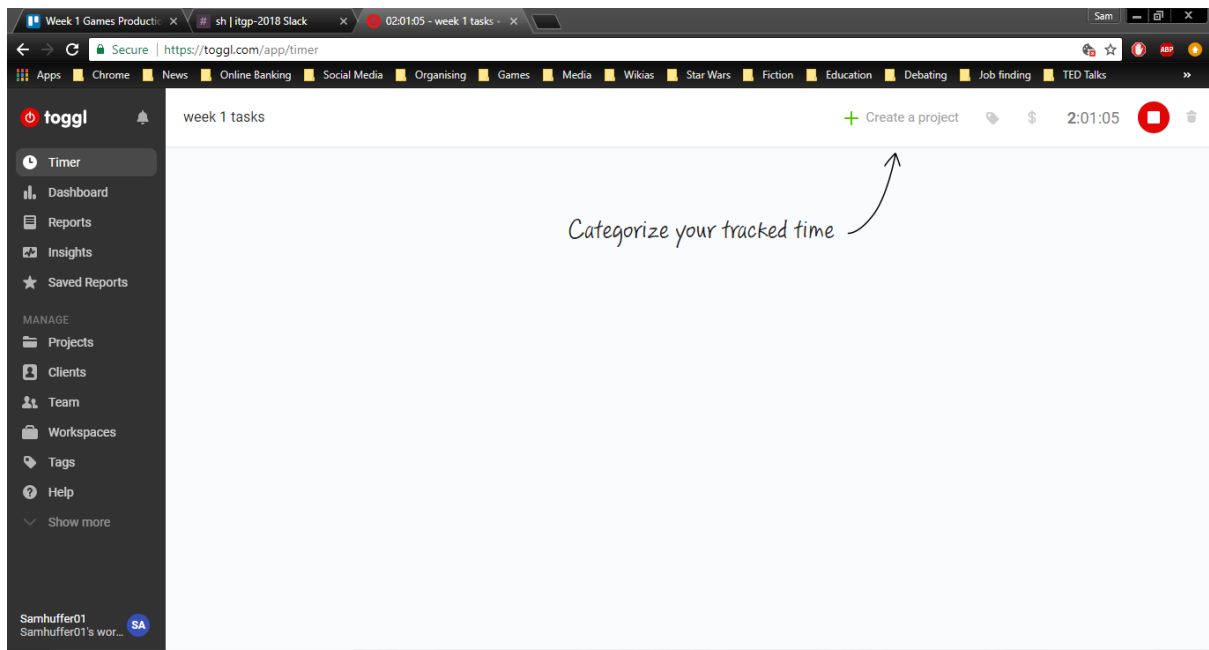
## Tool screenshots



Screenshot of a Trello board used for week 1. Note the tasks shoved to the right for team member 2; I was doing this task individually, and as such there was no second team member doing those tasks.



Screenshot of the Slack channel created for the week 1 tasks. It only has one set of initials in its name, since there was only one person using it: me.



Screenshot of the Toggl timer used in this week's tasks. Note that it took a bit longer to complete the tasks, as my computer froze on me and had to be restarted. Since I wasn't working in a pair, but on my own, I didn't bother using Google Docs and just did it in Microsoft Word. Apparently the school computers don't save a backup version for you in case they crash.