



PONG GAME

Arcade Game



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Introduction

Introduction

Project

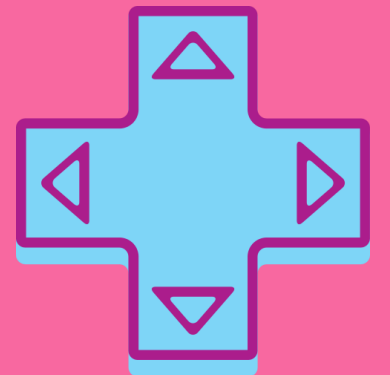
- **Classic Arcade Recreation**
 - The project aims to recreate the classic Pong arcade game.
 - Drawing inspiration from the simplicity of early video games, it captures the essence of Pong's straightforward yet captivating gameplay.

Utility

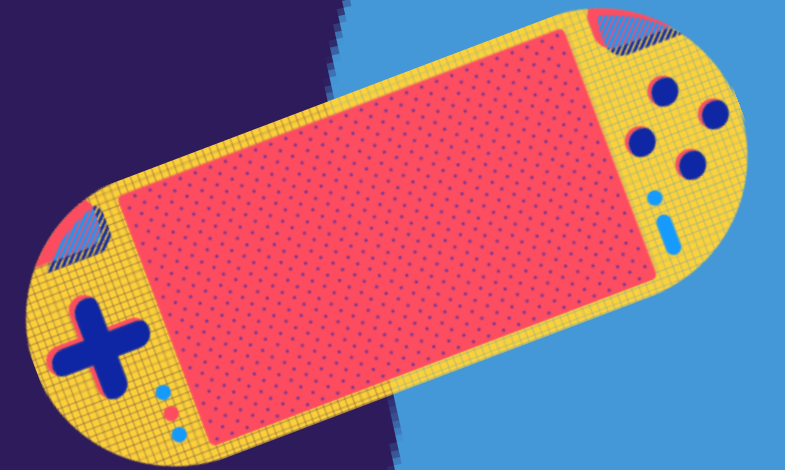
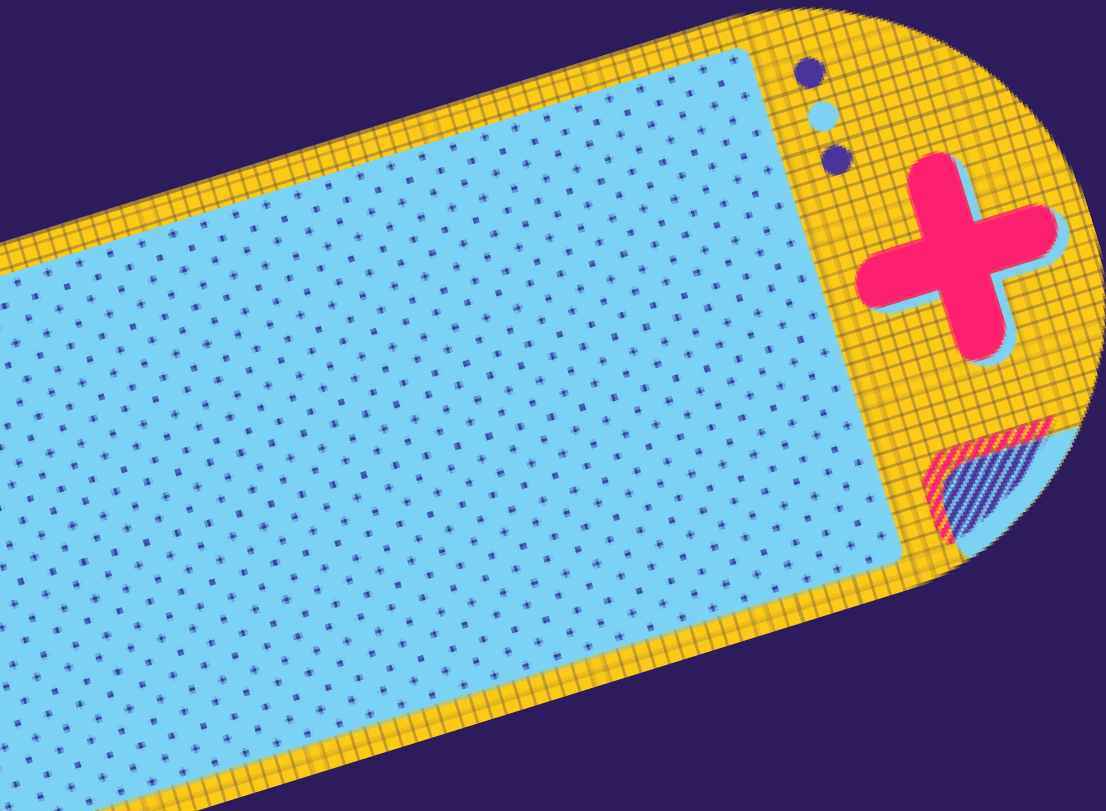
- **Entertainment and Engagement**
 - The primary utility lies in providing an entertaining and engaging gaming experience.
- **Educational Tool**
 - Doubles as an educational tool for those interested in game development using C++.

Scope

- **Gameplay Mechanics**
- **User Interface**
- **Scoring System**
- **Controls**



Flowchart



START

Flowchart



Loading screen

Load Textures and
audio

Start Menu

- Play
- Options
- Exit

Mode Menu

- Vs Comp mode
- Vs Human mode
- Endless mode

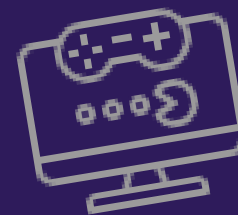
Difficulty Menu

- Easy
- Medium
- Hard

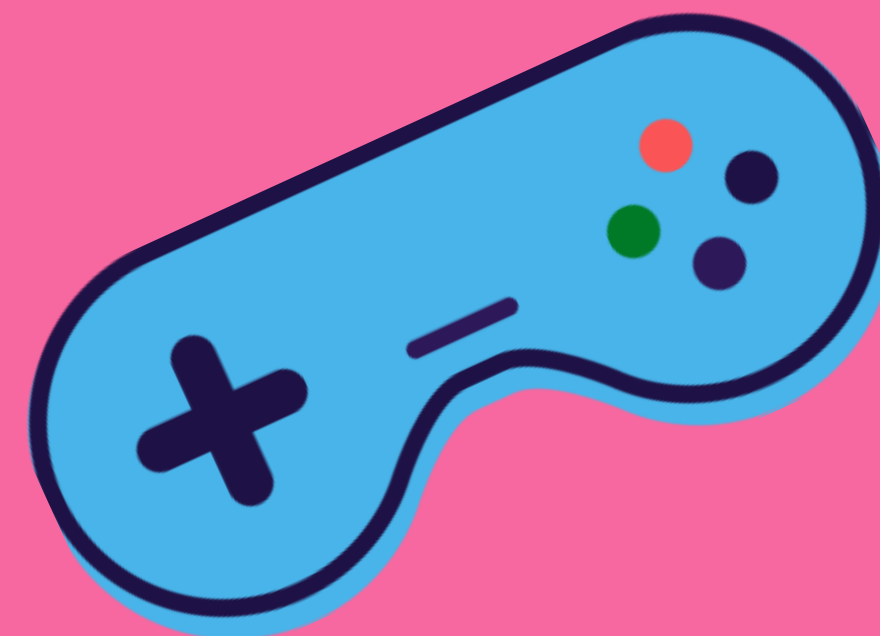
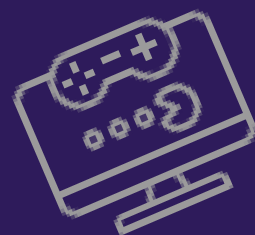
Game

Game Begins

MENU



Language and Library



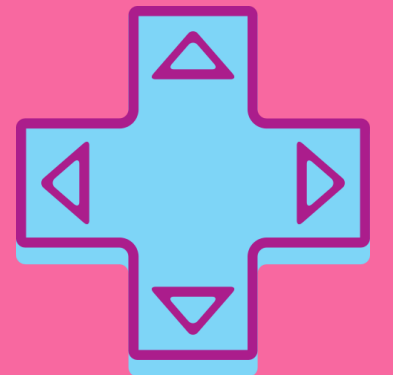
Language and Library

Language

- **Versatile and Powerful**
 - C++ was selected as the primary programming language due to its versatility and powerful features
- **Object-Oriented Design**
 - Leverages an object-oriented programming (OOP) approach, promoting modular and maintainable code

Library

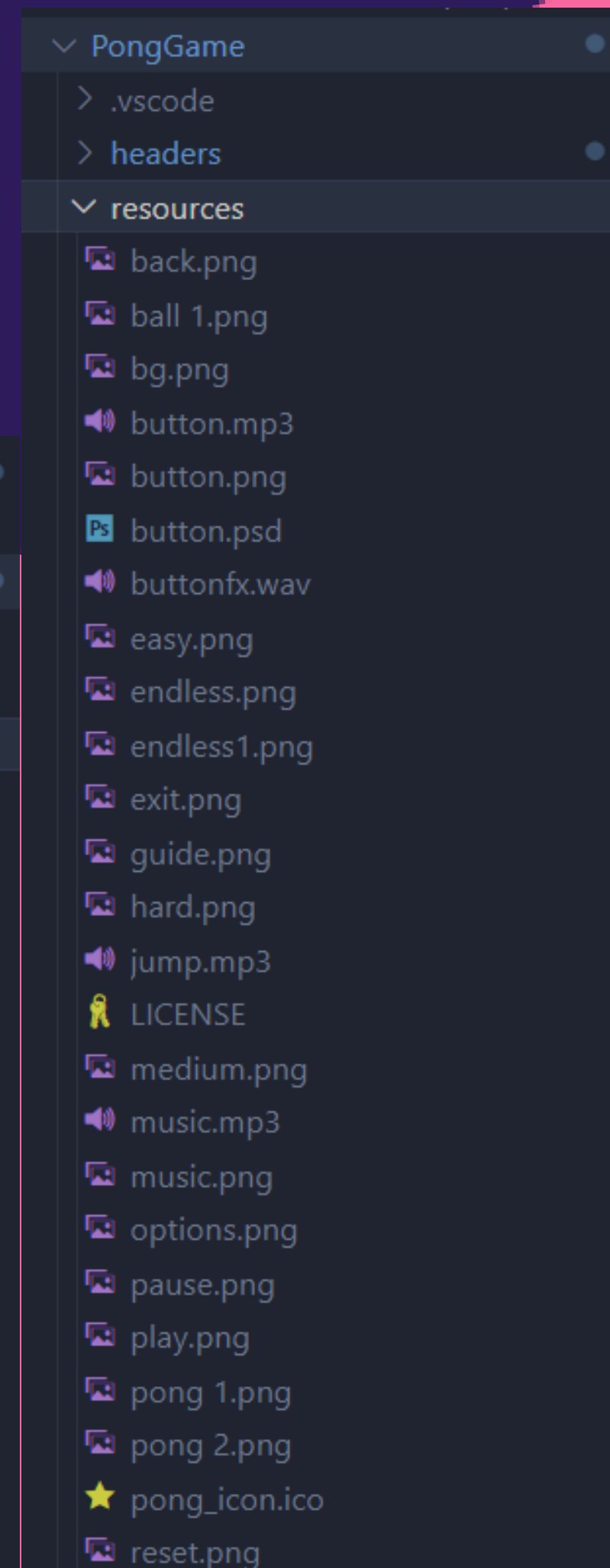
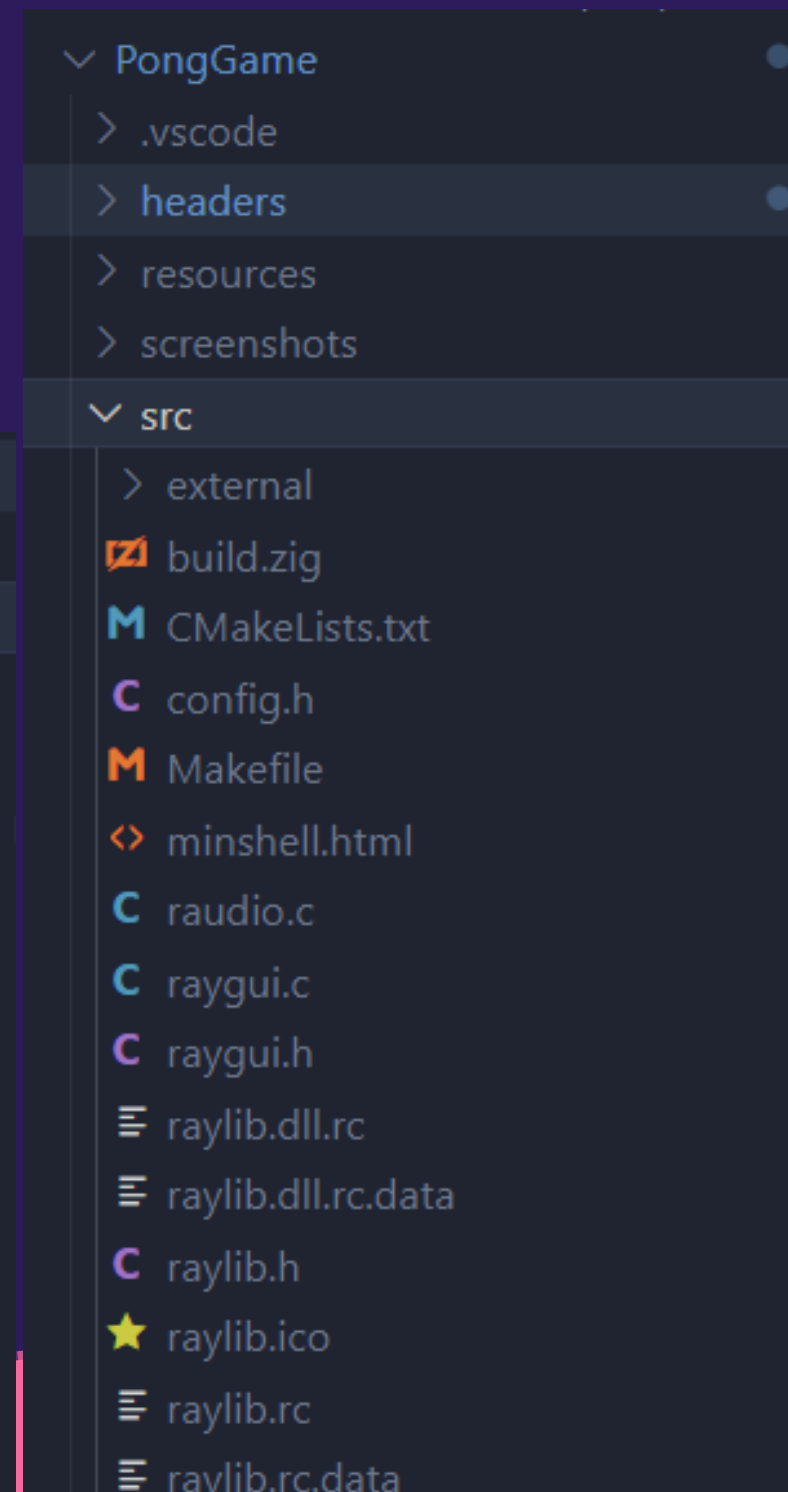
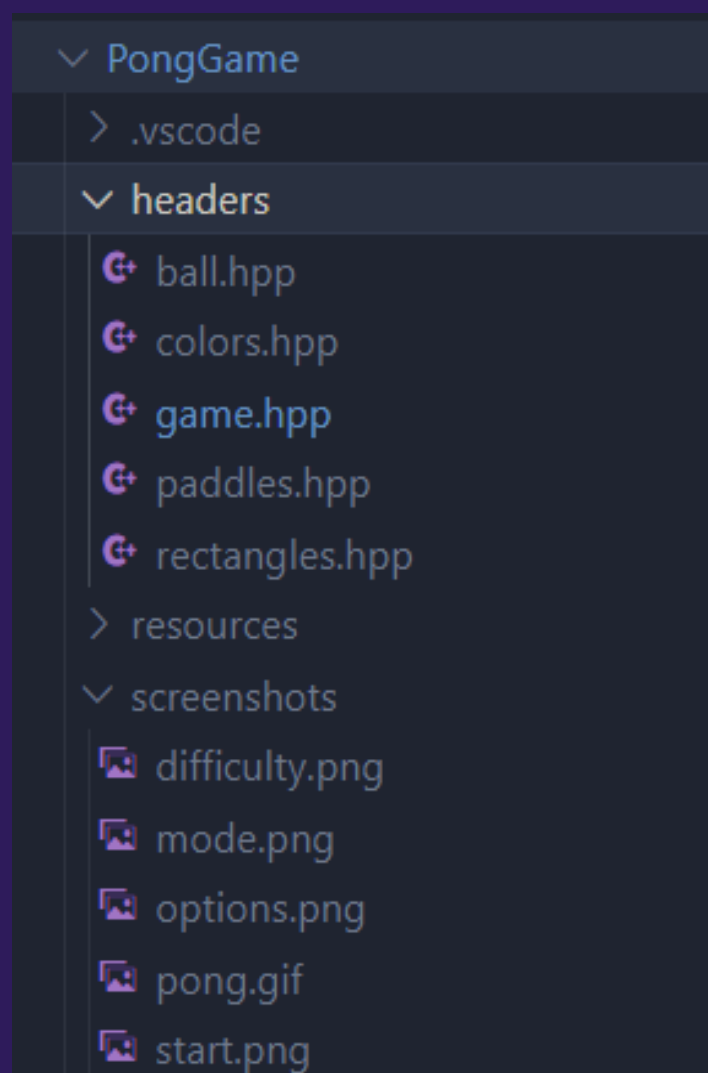
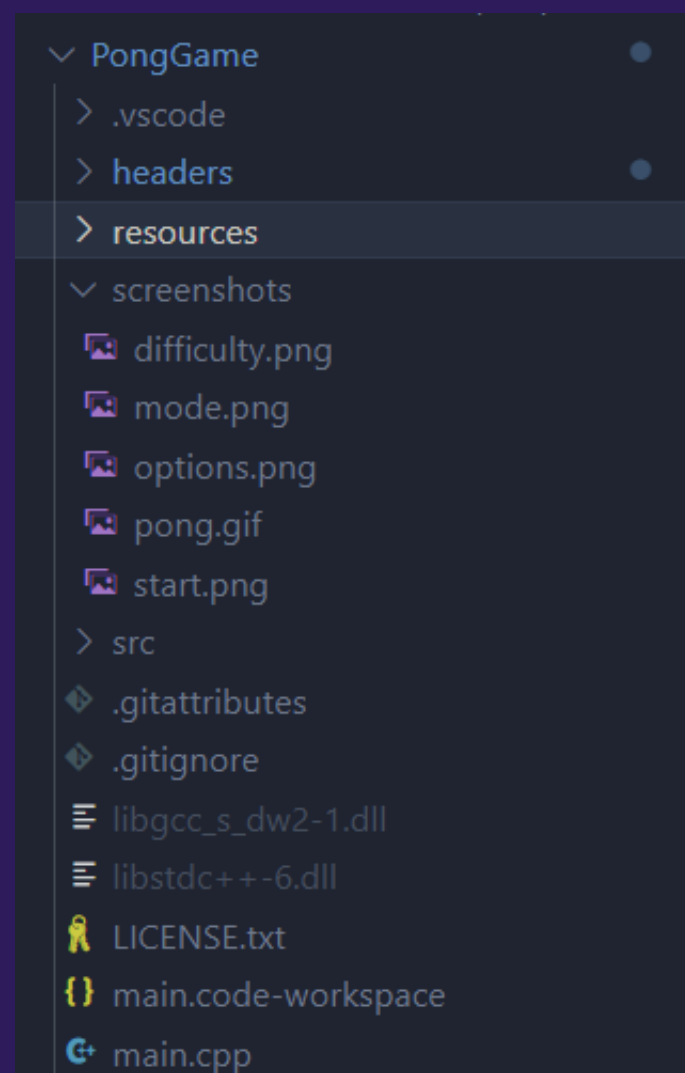
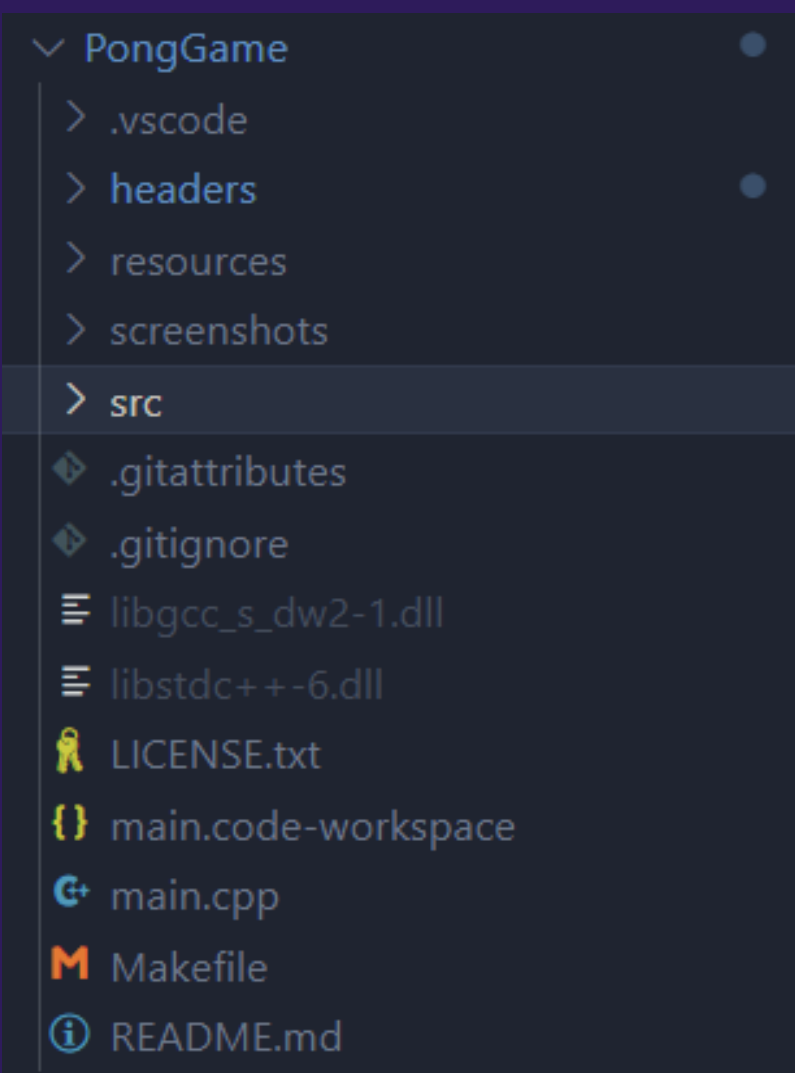
- **Raylib for Graphics Rendering**
 - Integrates Raylib for efficient and cross-platform graphics rendering.
- **Raygui**
 - Streamlines the development of interactive elements, including buttons and score displays, contributing to a polished gaming experience.



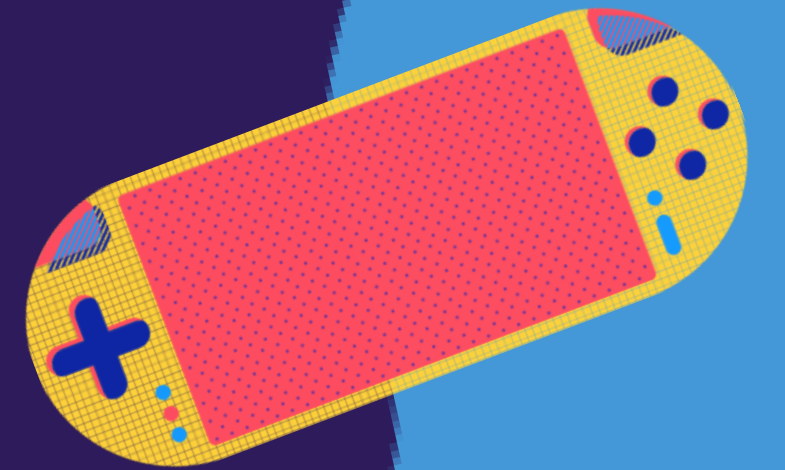
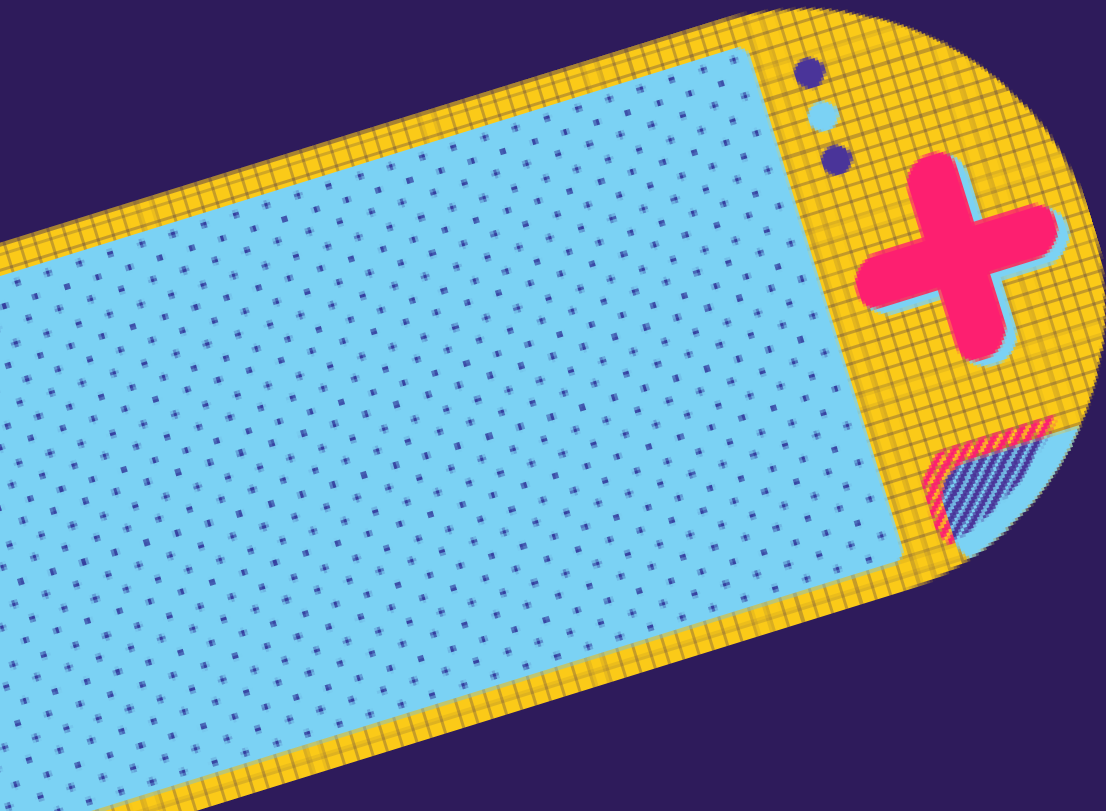
Folder Tree

Folder Tree

The folder Structure for Pong Game is as follow!



Repository

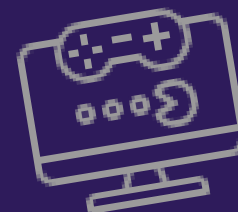


Repository

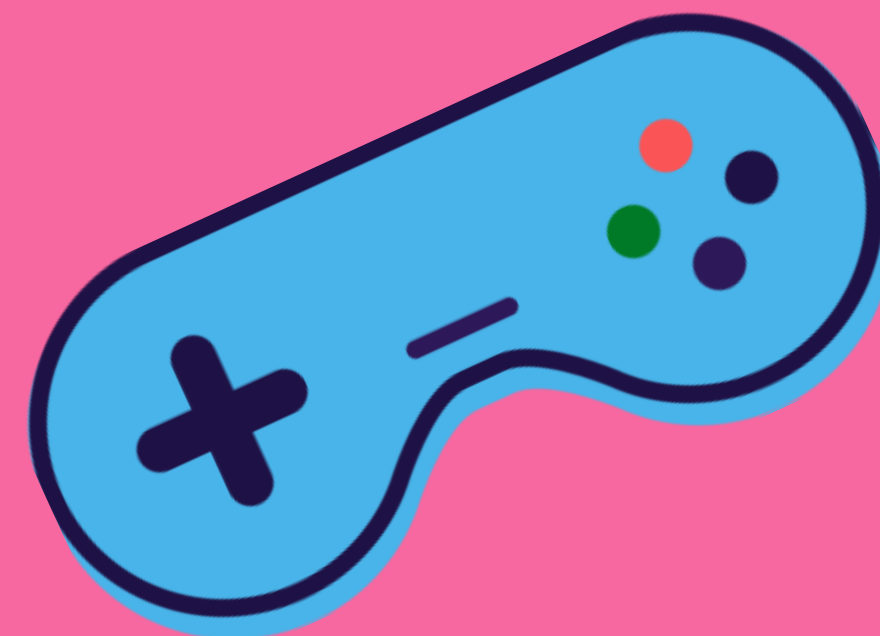
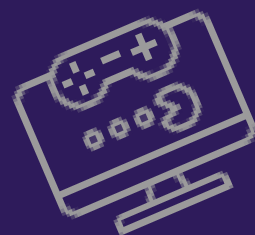
[https://github.com/ibtasamali04/
PongGame](https://github.com/ibtasamali04/PongGame)

— Have fun





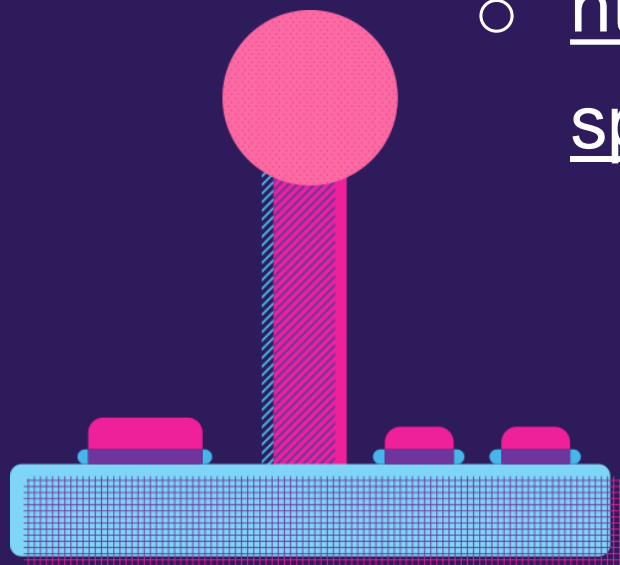
References



References



- https://www.youtube.com/watch?v=-F6THkPkF2I&ab_channel=AndrewHamelCodes
- https://www.youtube.com/watch?v=VLJITaFvHo4&ab_channel=ProgrammingWithNick
- https://www.raylib.com/examples/textures/loader.html?name=textures_sprite_button





Live Demo

Thank you!

Any Question?

