

CSCE 212  
Spring 2018

## Project: Pong

Due: Apr 30, 2018 (11:55 PM)

### Assignment

You will create a two-player game of pong, playable on the gameboy advance.

### Relevant Materials

A working demo of a bouncing ball with controls for its direction is included here. Make sure that you have set up your development environment according to HW3.

### Your Task

You are to modify the code provided in the following ways:

- Add a 30×10 paddle (rectangle) to the left and right sides of the screen.
- Include controls for the paddles such that left paddle moves with the up/down buttons, and the right paddle with the a/b buttons (a for up, b for down).
- Allow the ball to exit the screen from the left or right. If it does, the game should briefly pause and then the ball should reappear in the middle of the screen moving the opposite direction from which it left.
- Include two scores for each player. If the ball leaves the screen, then the opposite score counter should increment (e.g. if the ball exits left, the right counter increments.)
- The game should display some kind of message when either counter reaches 10.