**PONG Game project (https://ponggameaspe.titanpad.com/1)**

***1 - Preparation work:***

* ***Our goal:*** The goal of the project is to set up a very simple old school pong game controlled by external buttons, and display it on a regular screen. This game would a multiplayer game at first (1v1 mode), and we will try to set up a bot to play against. Additional features can be added further in the project like playing with two balls or add items that can be picked up to help or penalize one of the player.
* ***Constraints :***
* We don’t know Python, find a way to convert Java in python.
* Do a project we can finish as possible.
* Organize tasks and repartition

1. ***Steps to follow :***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Code (Leo & Vincent)*** | ***Project lead (Mathieu & Kevin)*** | ***Project monitoring (K)*** | ***Sound (M) and textures(K)*** | ***Configure inputs*** |
| * ***Schemas and draws*** * ***Interface for moving objects*** * ***Geometric objects (ball, bar)+ vector 2D, position*** * ***Assemble it*** * ***Add sounds and textures*** * ***IA/Graphical User Interface+ Window*** | * ***Define and transmit what’s the preparation work*** * ***Define steps and do a repartition*** * ***Follow every members*** | * ***Understand and write what every members are doing*** * ***Write how our project works*** * ***Do PowerPoint*** | * ***Learn how to implement a sounds in a program*** * ***Find sounds*** * ***Find textures*** |  |

***LIENS pour le code :***

* ***IA :*** [***http://javacooperation.gmxhome.de/PongKIEng.html***](http://javacooperation.gmxhome.de/PongKIEng.html) ***increase and decrease the IA paddle’s speed to put a difficulty***

***Brainstorming:***

* ***user can change the bar’s color (add others textures)***
* ***Median line (just in wallpaper)***
* ***Score(whet the ball hit aside walls, increment by 1)***

***Difficulties:***

* ***How to organize our team with everyone qualities and “shortcoming” (or gap?)***
* ***What are the steps to make a game( steps : Objects, functions, graphic Interface, where find sounds and create textures)***
* ***Divide tasks in accordance with each one skills***
* ***Theoretical knowledge lack about how to make a game(graphic interface, library to implement geometrical forms,)***
* ***We don’t know Python, find a way to convert Java in python.***

***What we can teach to the group:***

* ***Our manner to organize the project***
* ***Sounds and textures***