PONG REQUIREMENTS SPECIFICATION – KYLE TENKROODEN (T00209535)

Pong is a very popular game and one of the first computer games that was ever created (originally released in 1972). This simple game features two paddles, and a puck. The two paddles follow an up and down motion to repel the puck within the boundaries of the game frame. The overall objective of the game is to defeat your opponent by making the puck reach a point beyond the paddle where the opposing player didn’t manage to “reach the puck”, it’s a similar concept to air hockey or tennis. Upon winning a point, your score will be incremented by 1. To win the game, either player must reach a score of 7, where the game will display a message rewarding the winning player.

The game starts off by prompting each user to enter their name, followed by pressing “OK”. Upon successfully filling out each player’s name, you will reach the next screen where your name will be displayed on the GUI and a message will be displayed “Press Space to Start”. Once you press space, the action will begin where you will see the paddles and puck displayed on a black screen.

To play the game, you will need two players on either side of the keyboard, or you can play by yourself, this just means you will multitask by using both hands. To move the paddle up and down, you either press “A” to go up or “Z” to go down if you’re on the left side of the screen, otherwise, if you’re on the right hand side of the screen, pressing the letters “K” and “M” will provide such functionality to navigate the paddles.

If you wish to exit mid-game, you have the option to press “esc” where you will be brought back to the main menu. Otherwise the game will only terminate once a player has reached the score of 7 points. The puck will follow a random motion upon bouncing off the paddles a certain amount of time, the puck will also not get stuck at either the top or bottom of the screen, as if this happens, the puck will be repelled at roughly 45 degrees.

Every time the puck contacts the paddle, the speed will slightly increase. If the puck does not make any contact with the paddle, the puck will be reset and the score of the point winner will be incremented by 1.

I hope you begin to enjoy playing the game of “Pong”.