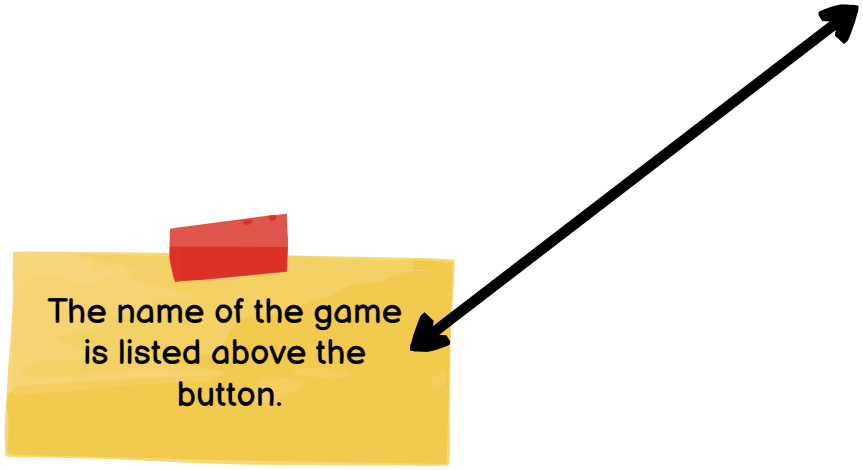
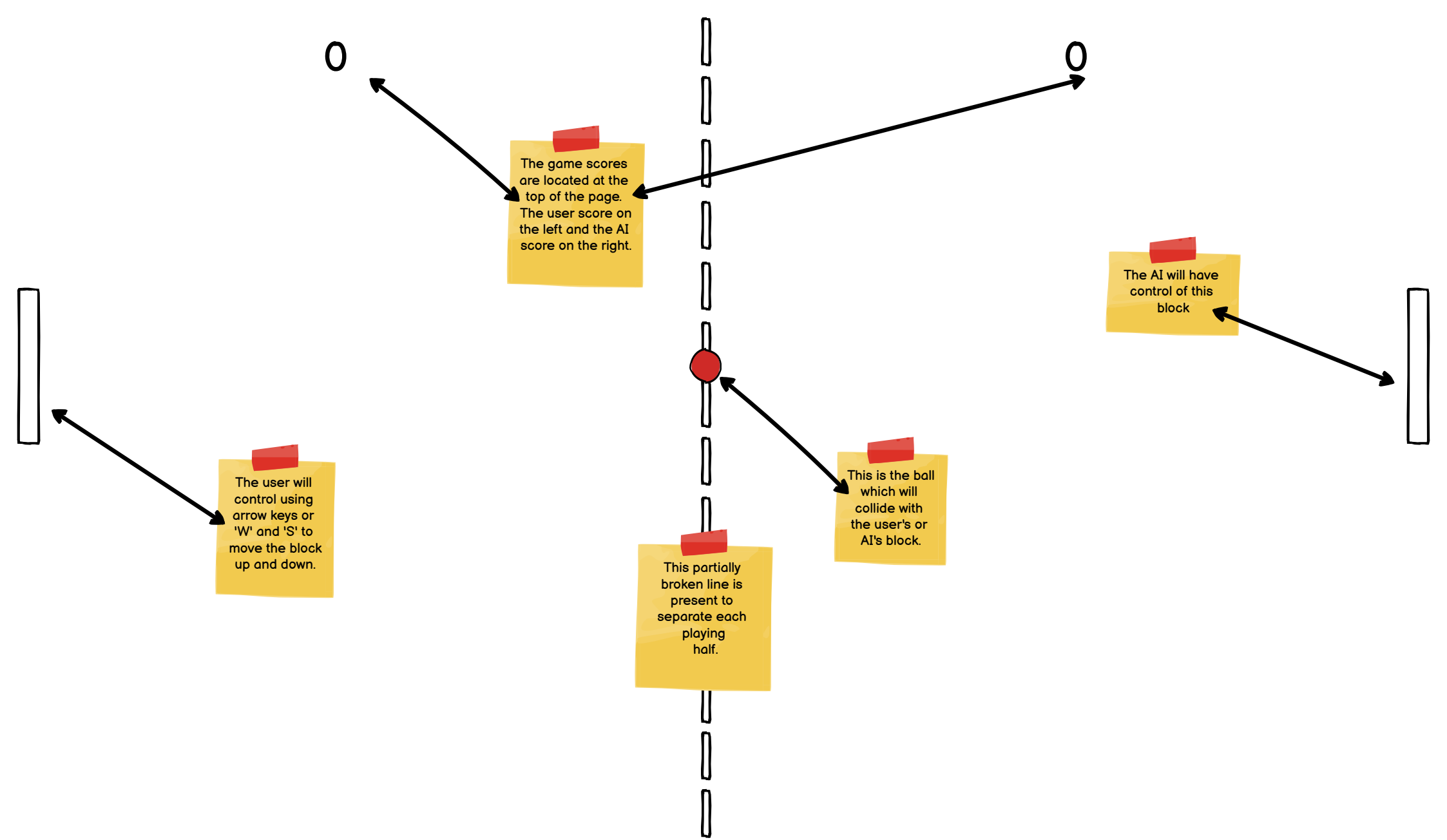
Classic Pong!



Click To Play

A button that is interactive so when clicked, it takes the user to main game page.

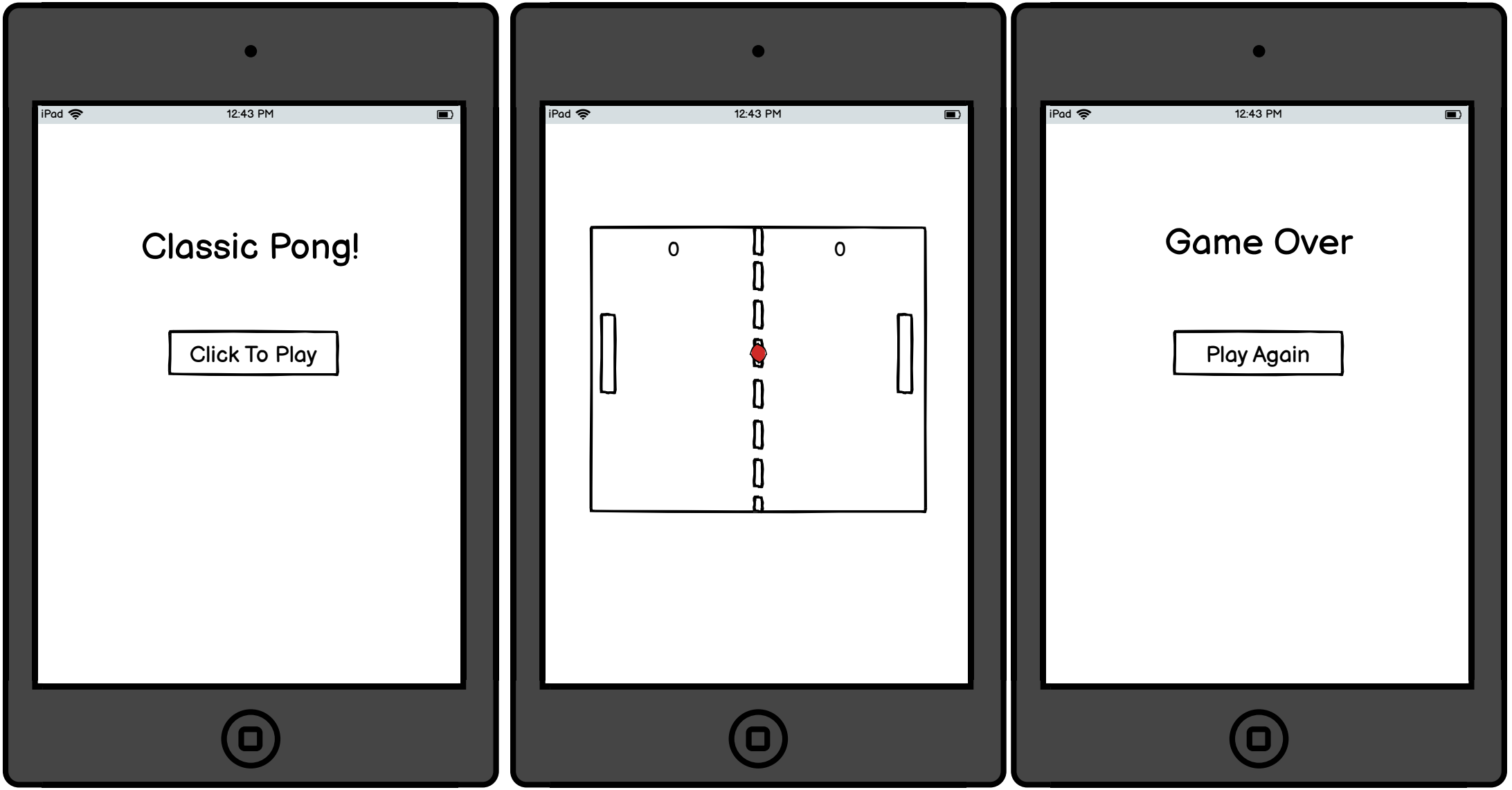

0
0
The game scores are located at the top of the page. The user score on the left and the AI score on the right.
The AI will have control of this block
The user will control using arrow keys or 'W' and 'S' to move the block up and down.
This is the ball which will collide with the user's or AI's block.
This partially broken line is present to separate each playing half.

Game Over

Once the game has finished and the maximum score is reached, a message is displayed to state the game is over.

Play Again

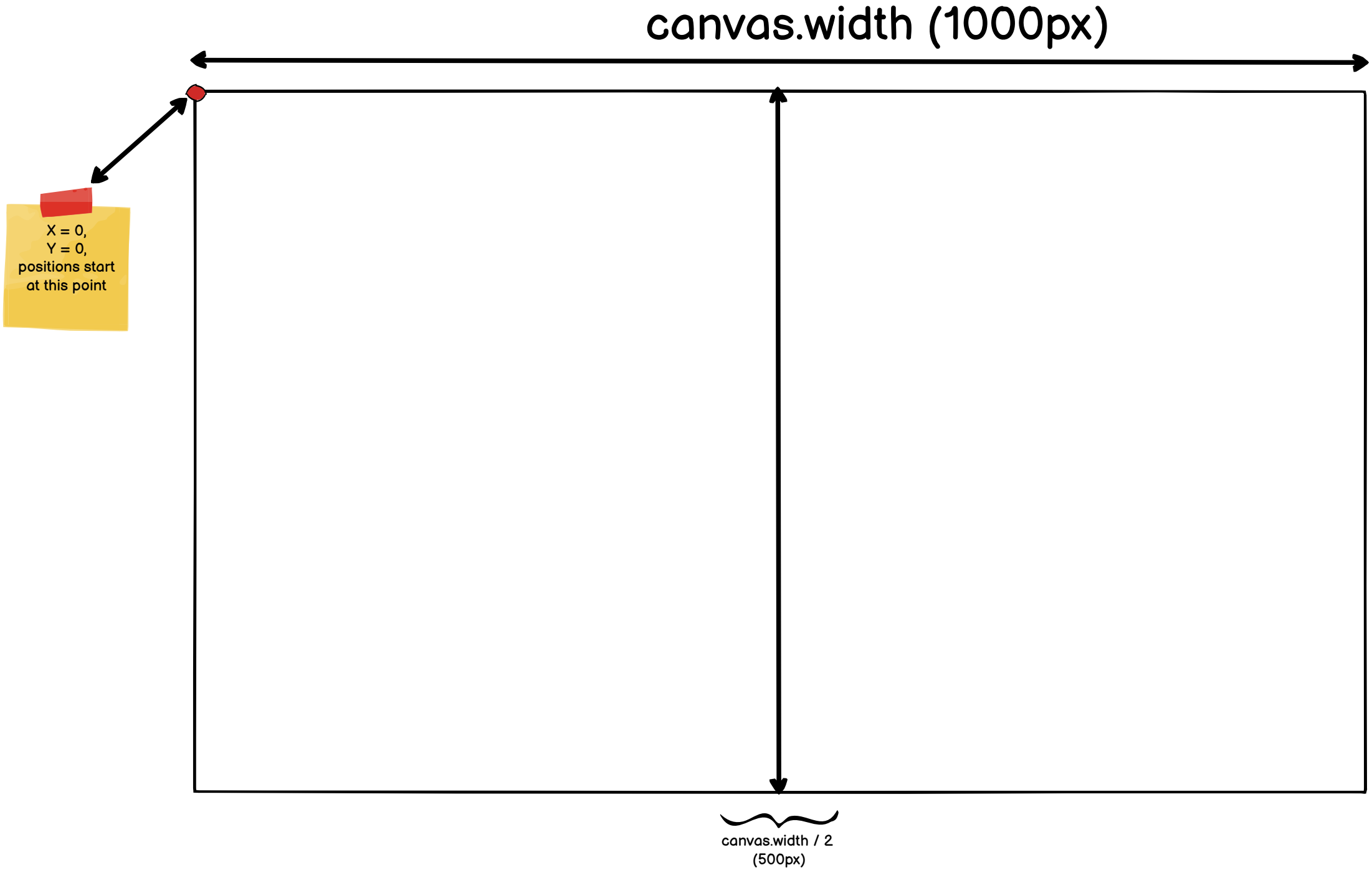
A button that is interactive so when clicked, it takes the user to the title screen page.


iPad
12:43 PM
Classic Pong!
Click To Play
iPad
12:43 PM
0
0
iPad
12:43 PM
Game Over
Play Again

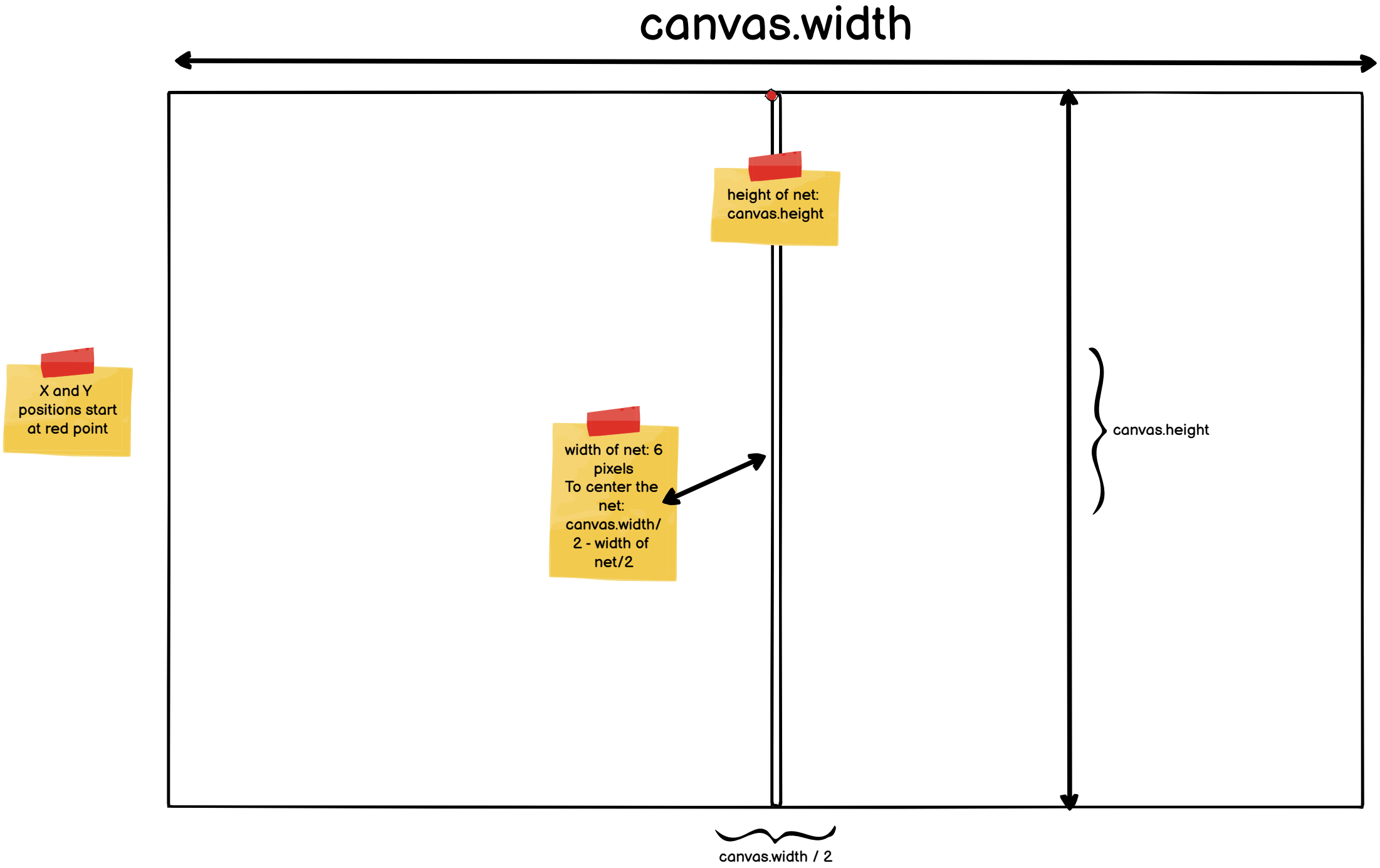
09:52 AM
Classic Pong!
Click To Play

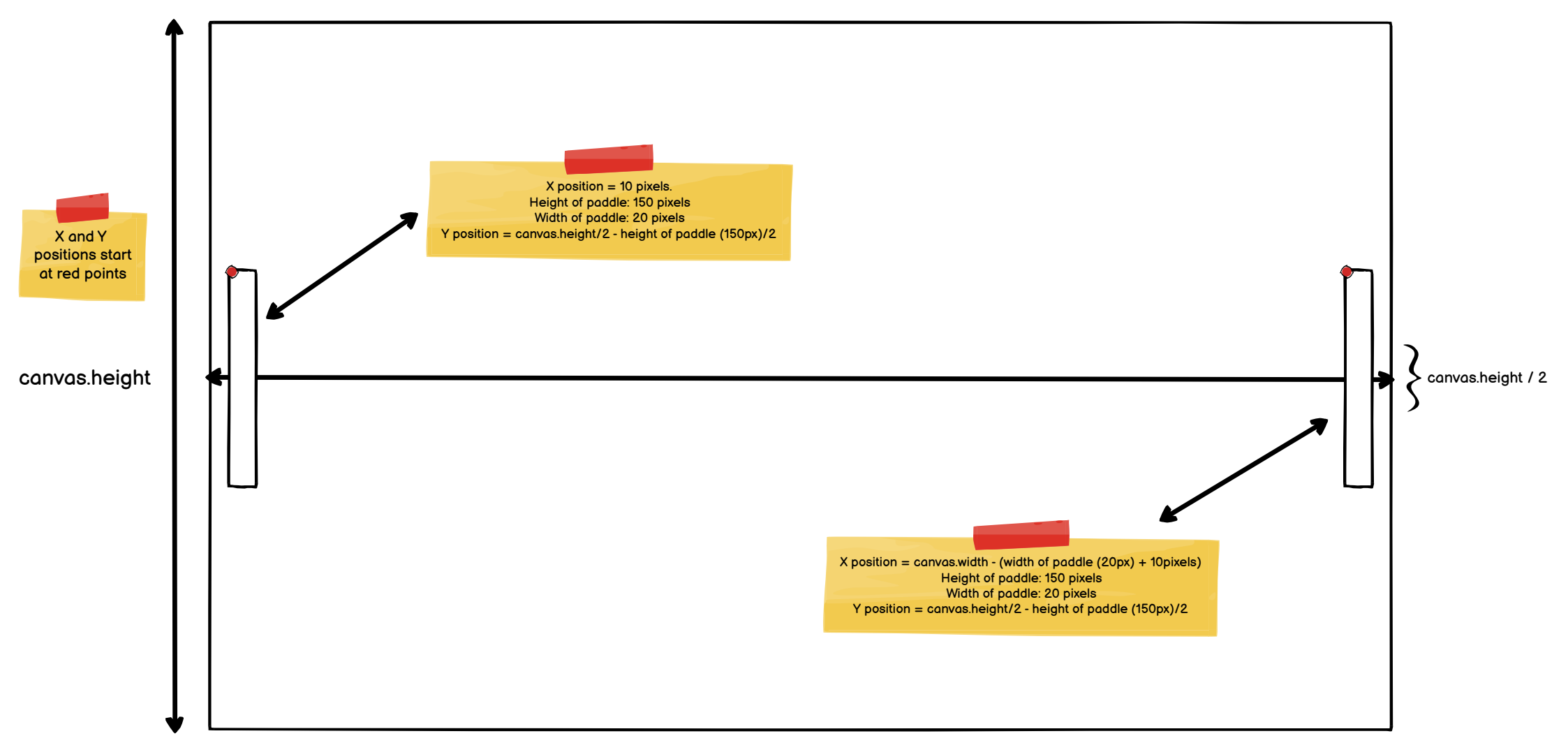
09:52 AM
0
0

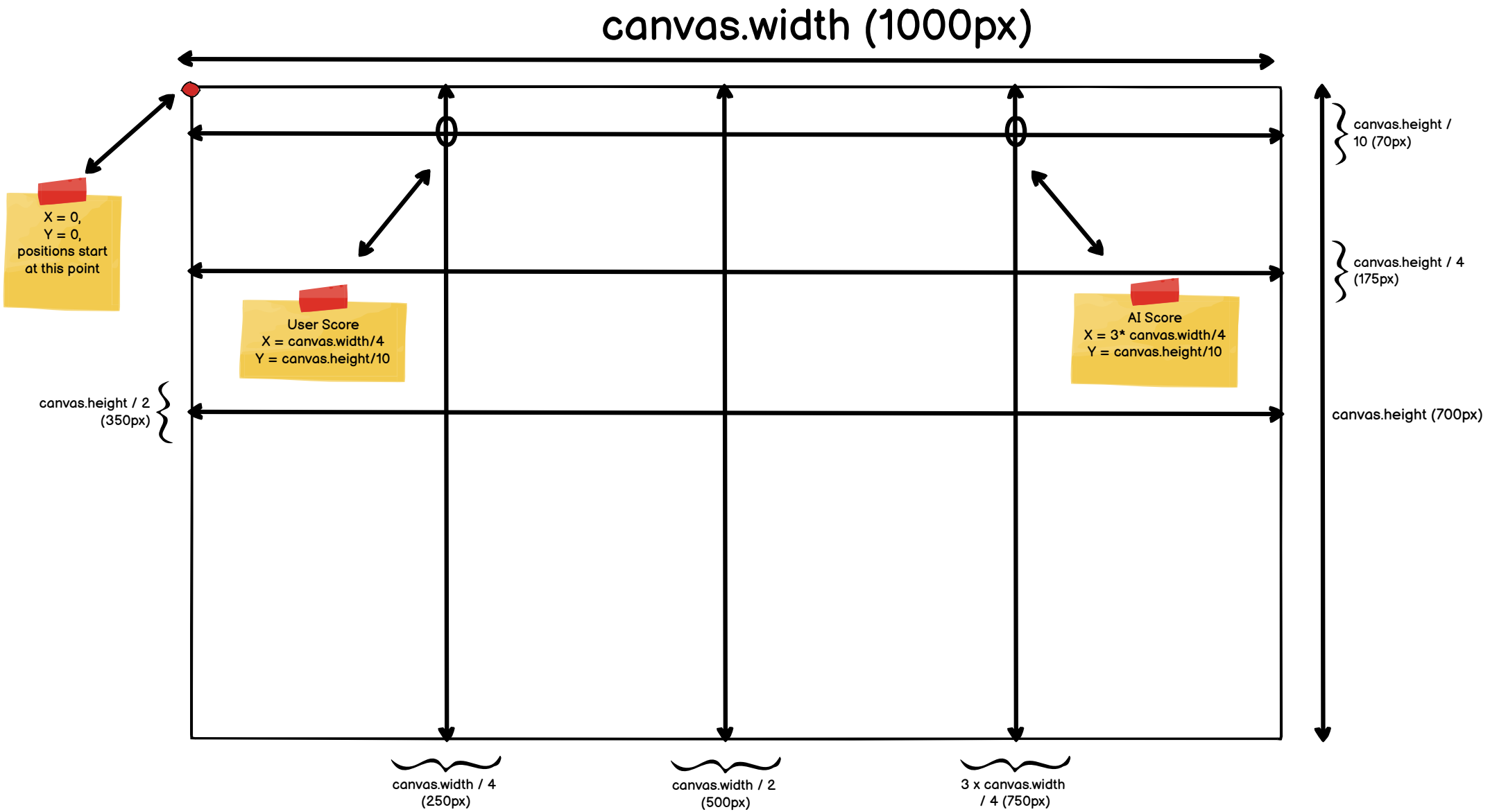
09:52 AM
Game Over
Play Again
All pages on mobile screens (600px or less) are forced into landscape orientation


canvas.width (1000px)
X = 0,
Y = 0,
positions start
at this point
canvas.width / 2
(500px)

canvas.height (700px)
canvas.height / 2
(350px)


canvas.width
height of net: canvas.height
X and Y positions start at red point
width of net: 6 pixels
To center the net: canvas.width/ 2 - width of net/2
canvas.height
canvas.width / 2


X and Y positions start at red points
canvas.height
X position = 10 pixels.
Height of paddle: 150 pixels
Width of paddle: 20 pixels
Y position = canvas.height/2 - height of paddle (150px)/2
canvas.height / 2
X position = canvas.width - (width of paddle (20px) + 10pixels)
Height of paddle: 150 pixels
Width of paddle: 20 pixels
Y position = canvas.height/2 - height of paddle (150px)/2


canvas.width (1000px)
X = 0,
Y = 0,
positions start
at this point
User Score
X = canvas.width/4
Y = canvas.height/10
AI Score
X = 3* canvas.width/4
Y = canvas.height/10
canvas.height /
10 (70px)
canvas.height / 4
(175px)
canvas.height / 2
(350px)
canvas.height (700px)
canvas.width / 4
(250px)
canvas.width / 2
(500px)
3 x canvas.width
/ 4 (750px)