

Project Scope

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- Design an interactive, multiplayer game that allows two opponents to play pong, one of the first videogames ever invented.
- Design a thorough presentation that effectively communicates the steps and challenges during the design and implementation process of my project.

Individual and Team Objectives

- As I (Lorenzo Govoni) am working alone, all responsibilities fall on me. My responsibilities are as follows:
 - Design functional, working code for the game
 - Implement effective design, ensuring legibility of code
 - Design appealing presentation with easily legible slides

Project Plan and Timeline

- February 23: Develop pseudocode for project
- February 27: Establish layout of game with initial python code and turtle import
- March 15: Develop and finalize the moving system of the ball and two ends of the screen from which the ball will bounce
- March 23: Finalize scoring system, ending when one player reaches 5 points.
- April 2: Finalize and rehearse project presentation before presenting to the class on April 4th.