Pong 2.0

Project made at McHacks 2018 involving reimagining the classic game of Pong in three dimensions. You can play the game – in the old-fashioned way – using your mouse or keyboard, or you can step into 2018   and use a Leap Motion Controller to control the game with your hands.

We are using Unity to create the game physics and design, and using Leap Motion's SDK that worked directly with Unity.

Design Requirements

Start menu with options:

- Single Player
- Multiplayer

Game options

- Mouse [if single player]
- Keyboard [if Multiplayer]
- Leap Motion Controller

Play Screen

- Countdown to start (3,2,1...)
- If single player, they are on the right side of the screen
- At the end of the game, 'Play Again', 'Main Menu'

Strech Goals

- Add Options menu
- Two Leap Motion Sensors