

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.

You can check out our dev-post for a video of the game in action with the Leap Motion Controllers [here](#).

People Choice Award

We are very proud to have won the People's Choice Award this year. It was great to see all the smiling faces of everyone that was able try out the game, they really enjoyed the new level of interactivity to an old game.



We Unity to create the game physics and design, and using Leap Motion's SDK which integrates directly with Unity. The game has various input modes including mouse, keyboard, and the Leap Motion controller, and various combinations of these in single player or multiplayer mode. The most interactive game mode is playing multiplayer with the single Leap

Motion controller; it is able to independently track each hand and move each players paddle.

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

To Play the Game

Download **Final Demo.app** [macOS only]. We tried to have a windows version as well but unity does not play well with cross platform development.