

Team members

Team “Tanya” is:

- ✓ Stefan Mirevski a.k.a elfoles
- ✓ Mirela Zaharieva a.k.a ladyofdragons
- ✓ Rayan Ali a.k.a rayan
- ✓ Lyuben Hranov a.k.a lhranov
- ✓ Yordan Tsenkov a.k.a YoTsenkov
- ✓ Geno Genov a.k.a G.Genov
- ✓ Tsvetelin Kutsarov a.k.a tkutsarov

Project explanation

pongGame was designed for all those people who are sick and tired of shooting at people/animals/pedestrians/alien/[insert your favorite victim] on high graphic-intense games that you need to sell your liver to buy a computer, powerful enough to run them. pongGame is simple and familiar, yet it was designed from the start to offer a lot of customizations and additions that will keep you coming for more.

This initial release of the game has the following features:

- ✓ Exciting 2-players mode for all those parents that need to prove to their children that they “still have it”
- ✓ Basic customizations, such as three field sizes, names of the players, size and speed of the ball, the size and the color of the rackets and many more
- ✓ Collection of random bonuses that modify the feel of the game
- ✓ Cool “retro” logo and black theme
- ✓ You can pause the game at any time for all those “emergency” moments when the Coke is getting the best of you in the middle of a tied game
- ✓ AI, for when you need to practice or when the neighbor has homework to do (or when his wife says he can’t spend more than 20 hours a week playing pongGame and he had already played 25)

If you want to take a look at some future features, please take a look at the last section of this document

The URL of our GIT repository

<https://github.com/lyubenhhranov/telerikJSTeamworkPongGame>

Features to be implemented/added to the game

Here are some of the planned future features that will be implemented into the next releases of the game:

- ✓ Original soundtrack
- ✓ Custom sound effects
- ✓ Save and load functions

- ✓ Many-many (we mean A LOT) more bonuses, some of which will give advantage only to the player who collects them
- ✓ More customizations, such as themes, custom avatars and many more

So thank you for the support and hope to see you in the next version (that is if you manage pong your way out of the current one).