

Portal Pong –

We will be pumping up the Portal Pong game that Ben Palmer did for Lab 7, and incorporating some really cool concepts from Robin Campos' pong game. Namely, instead of the paddles just bouncing the ball back, each paddle will shoot out a Portal which instantly transports the ball to some place near the opponent's goal. We will also be including power-ups, such as ones that make the paddles longer, ones that change either your speed or your opponent's speed, and some that change the dynamics of the portals. Graphically, we want to update the look of the paddles to something better than a plain rectangle, and in general we want to give the game a more modern look. We also want to set it up to take user input from regular controllers (like the Xbox 360 controller or any other USB gamepad). The reasoning is that a two player game that requires both players to crowd around a keyboard is not much fun for either person.

There are quite a few smaller details we want to spruce it up with. We want to find music that fits. We'd like to add a start screen, but haven't decided whether to make it a menu. We want to add the option to replay when the game finishes. We want to add spin to the ball, so that it looks like it's really making contact if it hits the paddles / top / bottom.

Team:

Isiah Henderson – Isiah.henderson23@gmail.com

Isiah will be specifically deciding the new shape/look of the paddles, and changing the code accordingly. He will also be designing the music and adding it to the program. He will be helping with adding the ability to get user input from controllers.

Jeff McCall – jmccall2@unm.edu

Jeff will be working on the power-ups, and assisting with the controller inputs. He will be putting spin on the ball.

Robin Campos – rcampos@unm.edu

Robin will be working on taking the code for shooting from the paddles and integrating it with Ben's code, and changing the bullets to the portals which transport the ball.

Ben Palmer – bjpalmer@unm.edu

Ben will be working on the controller inputs, and helping integrate Robin's shooting code into his pong game. He will be assisting with concepts/execution of the power-ups, and overall integration of code.