

KYMRFinal Pong Game – Final Project

PROG2370-23F-Sec10

Game Programming with Data Structures

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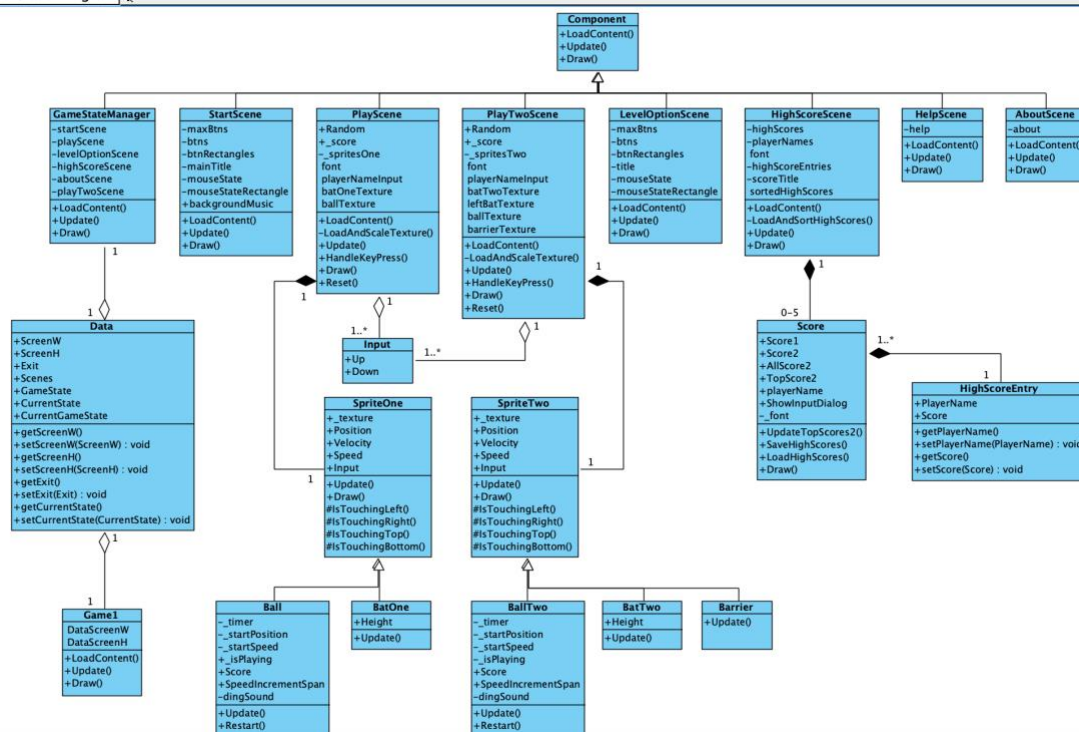
Program: KYMRFinal Pong Game

The KYMRFinal Pong Game is a classic arcade-style single-player Pong game featuring two distinct scenes. Each scene represents a unique Pong game variant with its own set of sprites, including bats, balls, and barriers. The game is designed to be played by one player, controlling their respective bat to hit the ball and score points against the computer. The primary goal is to score points by hitting the ball past the opponent's bat, the game starts when the spacebar is pressed. After the game starts, the player can move their bats up and down to intercept and return the ball. Scoring is tracked for the player and the computer, with a game-over screen displaying the final score. The game ends when the computer scores twice in both scenes.

Overall, the KYMRFinal Pong Game offers a classic Pong experience with additional features in the second scene, such as additional barriers on the player's side. The barriers add an extra layer of challenge, requiring players to navigate around them.

Class Diagram

Pong Game Class Diagram



**The original diagram file is attached in the folder, please kindly check as needed.*

References

Vocalista. "Cute Adventures • Uppbeat." *Uppbeat*, uppbeat.io/browse/collection/cute-adventures.

All the images and icon applied in the program are created by the developers, all the illustrations are original.