

Pong

“Although it wasn't the first, Atari's Pong was the first video game to get the ball rolling -- or bouncing, as it were. Humble even by contemporary standards, Pong was an effort to introduce a video game so intuitive that even a child (or inebriated bar patron) could grasp it instantly.”

([Matt Barton](#), 2009)

IGN interviewed the engineer of the game pong Al Alcorn where he was asked what was his goal to developing the game as he replied

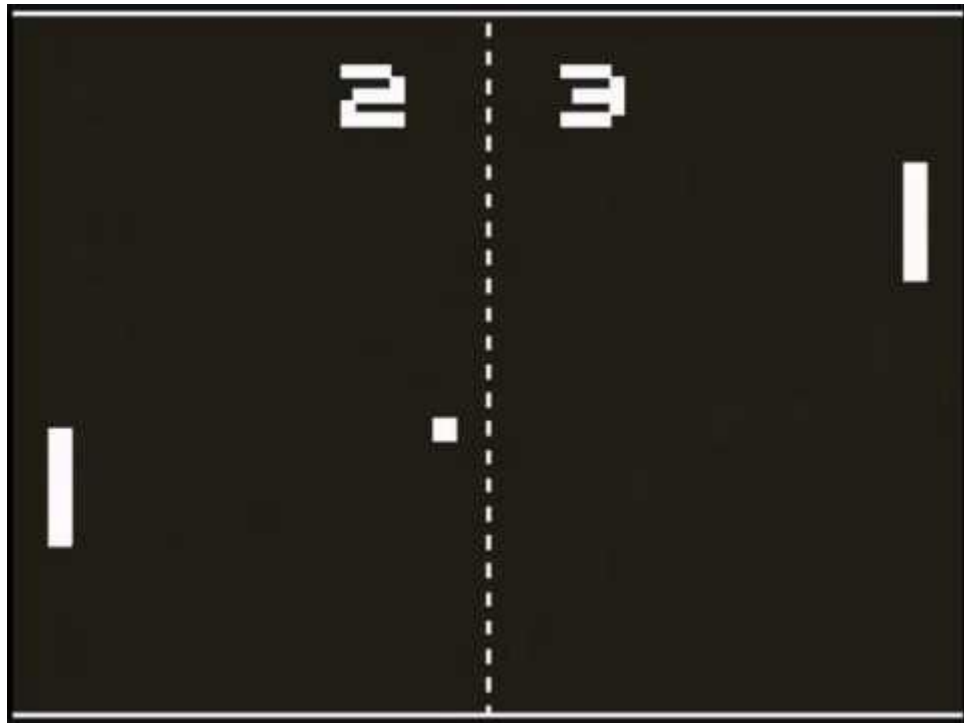
“Yeah. 'It's the simplest game. One moving spot, two paddles, score digits' – that was one of the harder things to actually make, to try to make those seven segment numerals, y'know – and that was it. It was an idea”

(Al Alcorn, 2008)

Further on in this interview Al was also asked how the idea towards the game was created. His response towards this question was describing how the angles in the game have a very important goal and is what makes the game actually fun.



A likely production timeline for the game pong considering that it was engineered by a single person in a period of time.



Numbers - The numbers are placed at the top of the canvas as they increase as the players score. 2 Colliders could be placed at each side of the screen as they increase the score for each player as the ball touches each collider.

If statements will be implied in the code to make implementations of which player has won after the score has reached 10.

Background - The background in the game is simple showing the middle of the game screen by a white dotted line and 2 white borders. This could be implied by adding a texture or an object at the back of the scene.

Ball - The ball in the original game is displayed as a square as it bounces around the game canvas. The direction of the ball changes depending on where it hits. The left and right boundaries sets the ball to go at a mirrored direction making the game fun. This can be implied by adding these angles to the ball once it collides with the boundaries and the bats.

Left & Right Bat - These are used and controlled by the player which are fixed on the x axis.

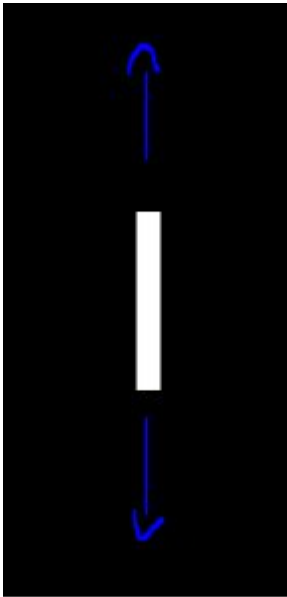
Design Documentation

1. Target Device

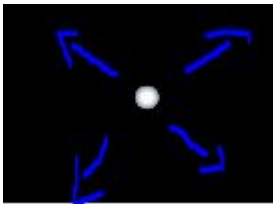
PC using two players.

2. c. Game Mechanics

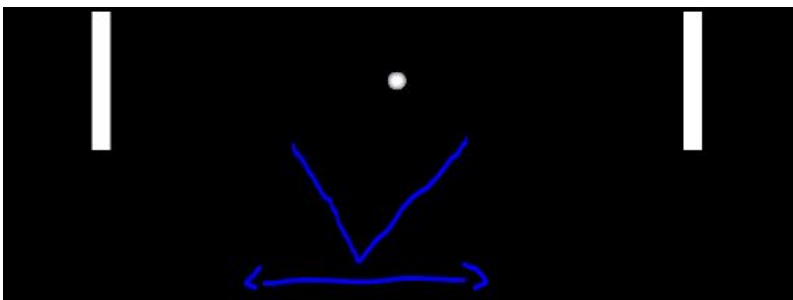
Movement of the bats is made by pressing W+S for player 1 and UP + Down for player 2



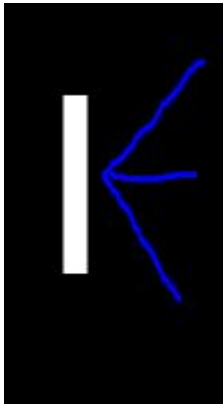
The ball has a random direction and delay on start.



The balls direction changes once it hits the boundaries.

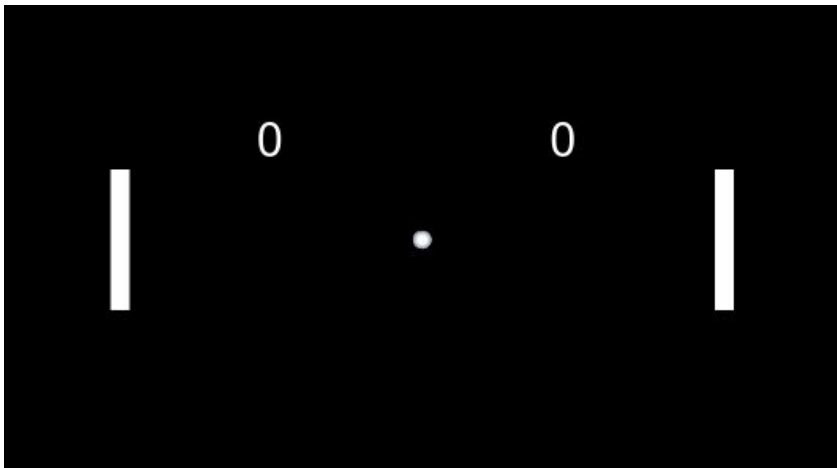


The direction of the ball changes once it hits the bat.

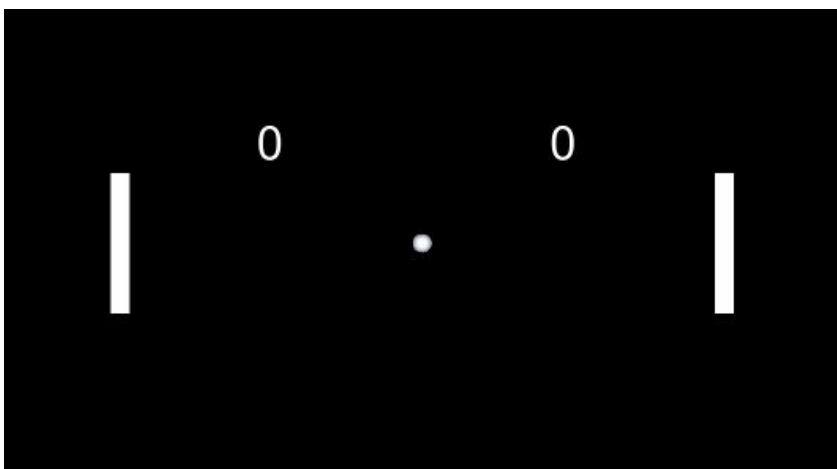


3. d. Game Objectives

The objective of the game is to block the ball from passing the players bat.



Game Elements



Score, bats and a ball are the only visible elements required to make the game.

4. . UI Elements

Start menu



Player wins

Once the player Reaches the score limit the winning scene will appear giving a choice to end the game or have a rematch

Player 2 Wins!

Rematch

End Game

References

https://www.gamasutra.com/view/feature/3900/the_history_of_pong_avoid_missing_.php?print=1

<http://www.ign.com/articles/2008/03/11/al-alcorn-interview>