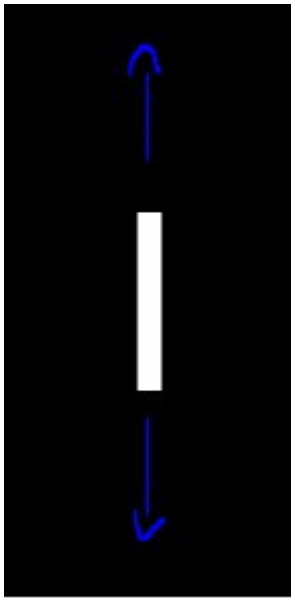
Design Documentation

1. **Target Device**

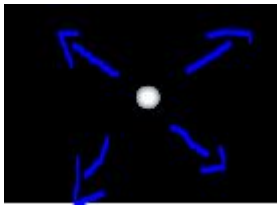
PC using two players.

2. **c. Game Mechanics**

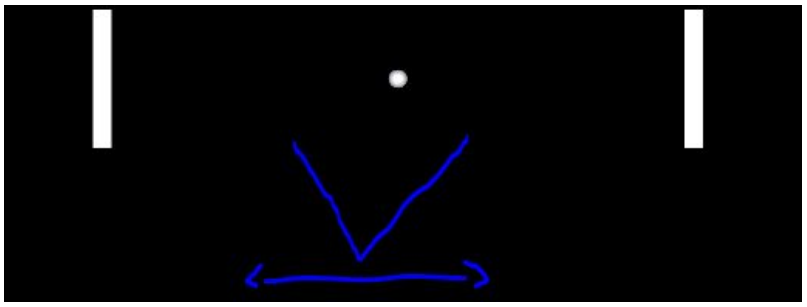
Movement of the bats is made by pressing W+S for player 1 and UP + Down for player 2



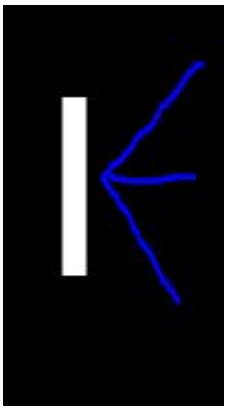
The ball has a random direction and delay on start.



The balls direction changes once it hits the boundaries.

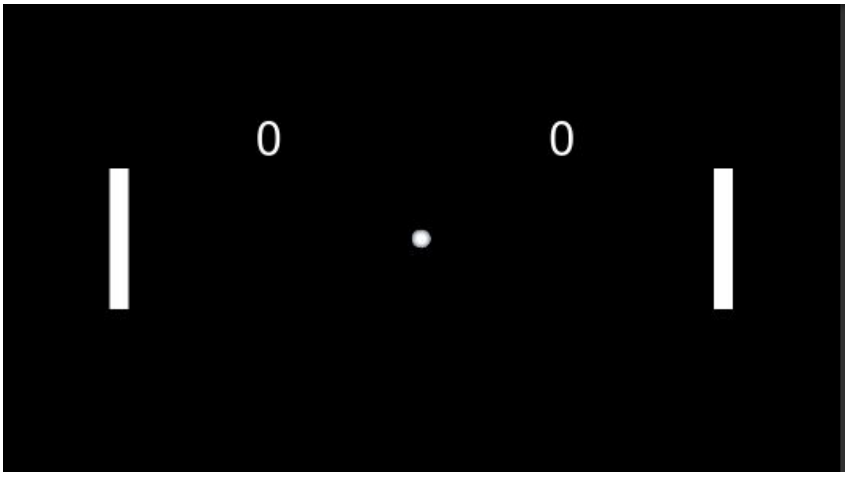


The direction of the ball changes once it hits the bat.

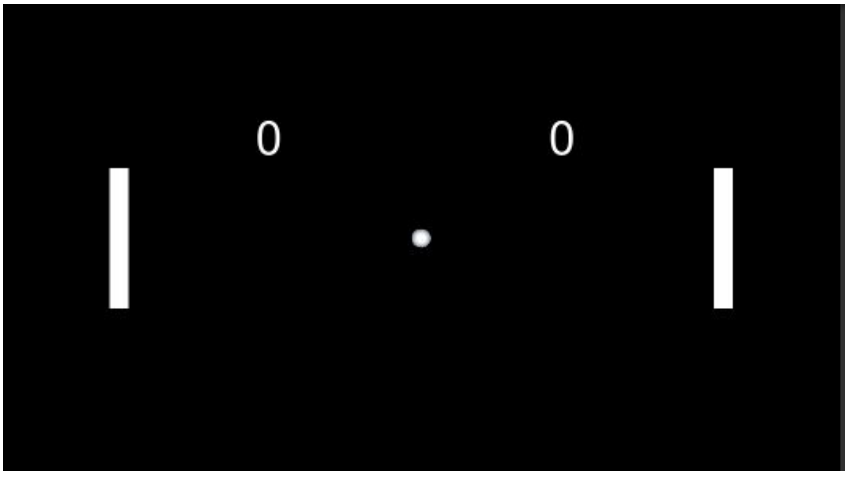


3. **d. Game Objectives**

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