

PongX

Team 12 - Project Charter

Tomasz Parzadka, Michael Quade, Ashwin Prasad, Kyle Bentain, Nathanael Monaghan

Problem Statement:

As one of the earliest video games to hit arcades, Pong became an instant classic; although it has stood the test of time for the most part, Pong has lost its luster with its “two-dimensional” gameplay (literally and figuratively), especially when compared to modern video games: the result of 45 years of innovation in the industry. As a result, we seek to bring Pong back to life with exciting new game mechanics, while maintaining the classic retro vibe we’ve all come to love.

Project Objective:

- Develop a game that’s similar to the game Pong, but also implementing “power-ups” that make our game unique.
- Create multiple, different power-ups that appear spontaneously and somewhat change the mechanics of the base game model and store the scores.
- Create a user friendly application that will allow ease of access for gamers.

Stakeholders:

Users: The general public interested in gaming and looking for a greater incentive in the classic “pong” game.

Project Manager: Tomasz Parzadka

Project Owners/Developers: Tomasz Parzadka, Michael Quade, Ashwin Prasad, Kyle Bentain, Nathaneal Monaghan

Deliverables:

- An application where the user can experience the retroness of Pong with a modern twist
- A colorful and user-friendly UI with a similar layout as the original Pong
- We will be using Java as the front-end.
- We will be storing the scores of the user which can be found in the Scores tab.
- Upgrades will include:
 - Increase/Decrease paddle size
 - Increase/Decrease ball size
 - Add/Remove multiple paddles
 - Add/Remove multiple balls
 - Increase/Decrease ball speed
 - Increase/Decrease paddle speed

- Invisible Ball with pulsating light trail
- Invisible Paddle with pulsating light trail
- Changing ball's direction after being hit in a reverse location
- “Sticky” Paddle (catches ball when it touches paddle, and allows user to release it when they want)
- Inverting paddles movement