Games Production

Week 1 Research Report
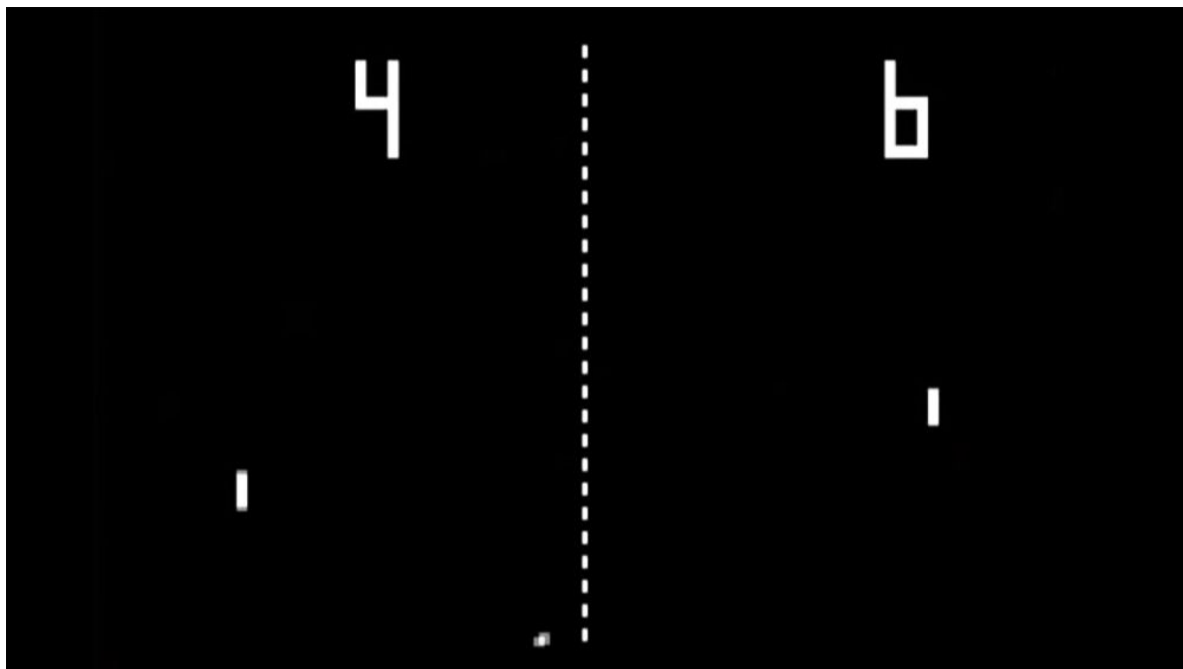**Panagiotis Vahaviolos - 101119839**
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Original Pong

The concept of Pong is simple. Two players control paddles and simply hit the ball back and forth. It relies on a point based system with the goal being getting to 10 points.
https://pmcvariety.files.wordpress.com/2018/01/pong.jpg?w=1000&h=562&crop=1

Picture of the original arcade machine.https://upload.wikimedia.org/wikipedia/commons/3/32/Signed_Pong_Cabinet.jpg

Home console version of Pong being played.

Closer look at the original home console of Pong.

Original creator of Pong: Ralph Baer
https://media.npr.org/assets/img/2014/12/08/ralph-baer-02_wide-5c1a8361ab88d5406b9b2e3fd3ea5b895240ff16-s800-c85.jpg

Original gameplay of Pong being played
https://www.youtube.com/watch?v=fiShX2pTz9A

The creators of Pong playing Pong
https://www.youtube.com/watch?v=1LsRGUODHlQ

Promotional footage of the 1972 Magnavox Odyssey which featured Pong as its main game. The footage about Pong ends at around 3:10.
https://www.youtube.com/watch?v=jLGBtkKPj2U

"Pong was the height of at-home multiplayer gaming. Two dials, one button and one switch is all you had, and with your opponent sitting in extremely close proximity to you." Modern day review of the original Atari version of the game.
https://www.engadget.com/2012/04/01/atari-pong-review/

"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." Quote from Al Alcorn on what Nolan Bushwell told him to make.
http://au.ign.com/articles/2008/03/11/al-alcorn-interview?page=1

Scroll down to the sub-heading 'Pong Overfloweth' for the information about Pong.
https://www.wired.com/story/inside-story-of-pong-excerpt/

## **Different Iterations**

Radial Pong - played in a field shaped like a circle where balls expire as soon as they touch the field. Player gains points when the right coloured ball touches the same coloured field on the radius. Game does not include points, but instead players continue to gain points until a certain point, and then they continue towards the next level, thus increasing the difficulty (adding more colours, and more balls).
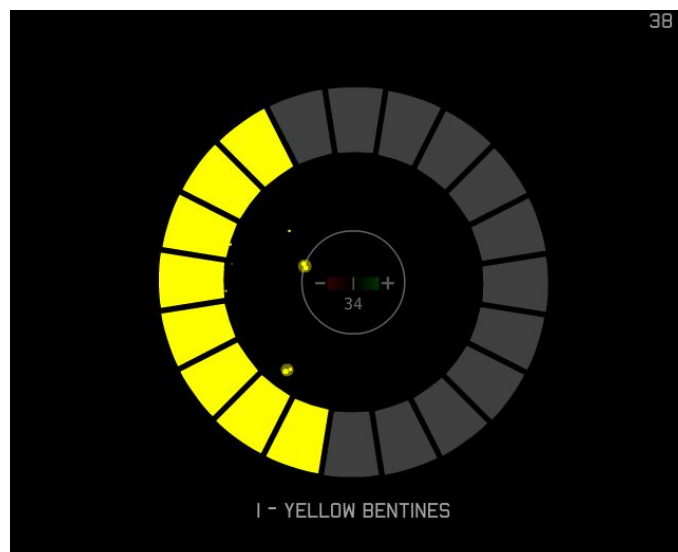

http://www.ponggame.org/radial-pong.php
https://www.youtube.com/watch?v=Ioyw3FC_wDs

Battle Pong - similar to the original pong where balls bounce back, however the balls don't reset or expire when the player misses them, but instead the player loses a part of their overall health. Additionally, the players can cast abilities to further lower the other players health, meaning there are no points.

COMPUTER — HEALTH — PLAYER 1

WEAPONS

1   2   3   1   2   3

SCORE: 100   MENU
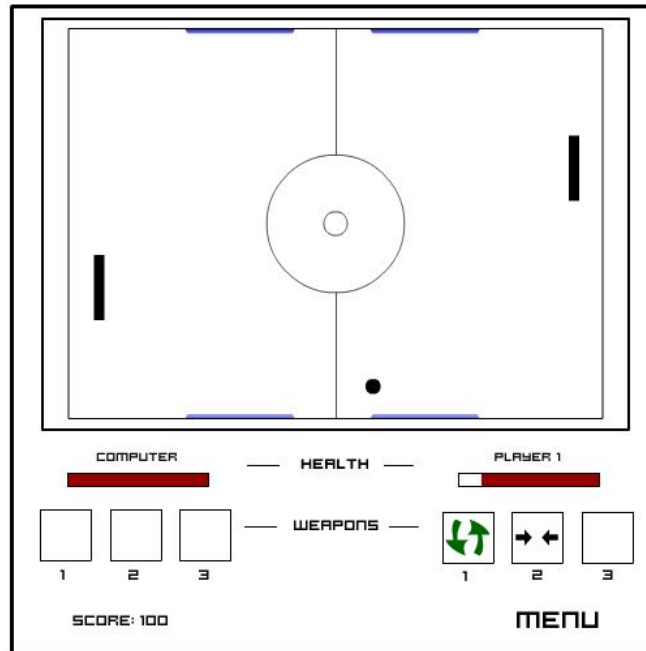
Deflecticon - *similar to the sport squash. The pong game is 3D rather than 2D. The user still competes against a bot. There is also a "push" mode which allows the user to destroy sections of the wall on the opponents side. There are different variations of 3D pong, but overall they include the same concept but different art styles.*
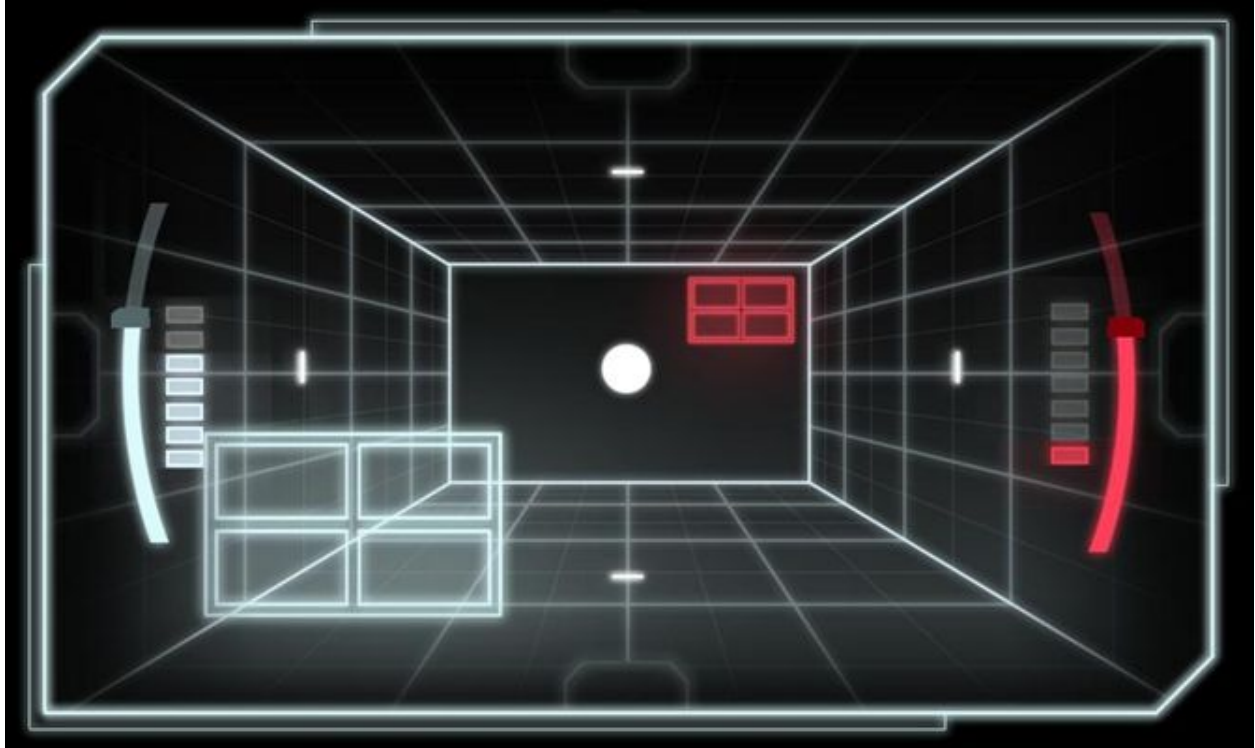
Matt Demers provides a review on the game via the website AndroidPolice, describing the game as "add[ing] style without sacrificing function" of the original game which he believes "is something that earns props in [his] book". It also provides various modes that overall is "simple, but it adds another layer to what could be viewed as a basic port".
*https://www.androidpolice.com/2011/08/05/review-deflecticon-throws-some-new-features-to-3d-pong-and-thrives-in-a-touch-environment/*

Feedback *- involves a radius where the paddle is in the middle, and the balls can multiply to make the game more difficult. The user bounces balls against the larger radius outside the smaller. The outer radius changes depending on the music playing, making certain sections of the field closer than others, which can change the difficulty of the game as you play continuously in the single level.*

https://www.youtube.com/watch?time_continue=12&v=FXDt02RXGfU

__Auditorium__ - beams bounce off of the user's mouse, similar to pong and the ball, however beams change colour as they reach different circles, and must be directed in a way where they reach bars across the screen which must be filled with a specific beam of colour
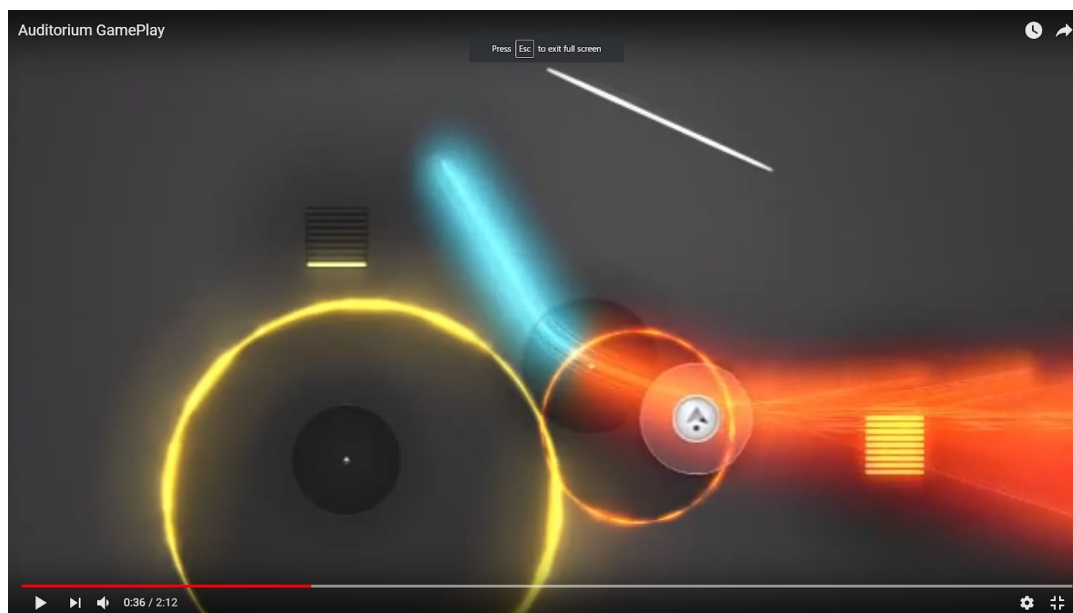
A review created by the author Luke Plunkett via the Kotaku website, describes the game as "guid[ing] a "flow" of music through a series of bars that need to be filled up", that can "tough" yet "forgiving in some levels". So while the game has similar aspects to pong with the way in which the beams bounce off the destination of the mouse, and barriers placed amongst the map, it also differs in that it is a creative iteration of the game that provides a more complex gameplay style that is also more competitive and challenging with the use of levels.
https://www.kotaku.com.au/2010/12/review-auditorium-hd-goes-chasing-waterfalls/

A review conducted by Peter Cohen via the Macworld websites includes an interview with the developers of the Auditorium game, Cipher Games. The popularity of the game has also attracted "many people who don't ordinarily play games", and has encouraged the creation of a mobile version of the game. Cipher Games' representative William Stallwood responds that they have "certainly been asked about an iPhone version", and despite the company' lack of experience in relation to iPhone development, they do provide a willingness to try and learn. The two developers of the game, the other being Dain Staint, describe the game as more of a "passion project". Cohen interprets Auditorium as a "part puzzle game, part light sculpture, part musical instrument" where the user has the ability to "redirect "The Flow" — a stream of particles that will create sound when they're matched with an "Audio Container" of the same color". The redirection of "The Flow" demonstrates similarities towards the original pong game,

where the user has the ability to redirect the ball depending on where it hits the users paddle, but in this case the stream is directed by the placement of the mouse and its radius'.

https://www.macworld.com/article/1137291/auditorium.html