CIA 3203 - Pong Project

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Description of the game

Pong is a game similar to tennis, where two players compete to get the ball hit the other's player side. The first player controls the first bar by pressing W to go up, and S to go down, while the second player controls the second bar by pressing up arrow to go up and down arrow to go down. It can also be played in single player. If the second player does not press up arrow or down arrow, then the second bar will be controlled by an A.I.

Time interval

The selected time interval for this game is real-time since it requires two players to interact at the same time.

Player mode

The game supports up to two players. If a second player is not present, then the first player plays with an A.I.

Game goals

The goal is the game is to entertain its users, and provide social interaction between two players.

Player elements

I. Game market

The game belongs to sports genre.

II. Player motivation

The game is designed in a way to encourage social interaction between the two players, competition and mastery.

III. Demographics

Pong demographics may consist of males and females, spanning from the boomer generation, generation x and the millennial generation. It will be rated E for everyone.

IV.   Psychographics

The game will be targeted at casual gamers.

Level design

Levels

I.   Level 1

Score required to win level: 3
Ball speed: 1.5 pixel per second.
Score against the player to make him lose: 3
Bar height: 100

II.   Level 2

Score required to win level: 4
Ball speed: 2.5 pixels per second.
Score against the player to make him lose: 2
Bar size: 80

III.   Level 3

Score required to win level: 5
Ball speed: 3.5 pixels per second.
Score against the player to make him lose: 1
Bar size: 60

Level progression

- If the player scores 3 balls in level 1 without losing, then the player moves from level 1 to level 2.
- If the player scores 4 balls in level 2 without losing, then the player moves from level 2 to level 3.
- If the player scores 5 balls in level 3 without losing, then the player wins the game.

Interface mockup

0 : 1

Level: 1