

## LESSON 2: PONG GAME

# Exercises

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- 1) **Our client does not like the fonts** we are using for the scores. You will find a set of “Atari” font files you can use in the sketch Data folder. Apply the font you prefer to our text (check fonts reference to know how to do it!!).
- 2) **We need to complete the full game loop.**

In the sketch “pong\_2” you will notice that a new variable called “status” has been declared. The meaning of this variable is:

- a. If status is 0, we are in **PRESENTATION SCREEN**. We should show the Atari Logo (you will find a jpg file with this logo in Data folder), the name of the game “PONG” and the name of the developer (your name!!). In this state, if we want to go to “Game” screen we should press “space”.
- b. If status is 1 we are in **GAME SCREEN**. The ball is initially stopped until some player presses “space” key. We must keep in this state until some player reach 3 goals. When it happens we should go to “Winner” state automatically.
- c. If status is 2, we are in **WINNER SCREEN**. In this screen we should show the same than in “Game” screen, but a text indicating “WINNER: PLAYER 1” or “WINNER: PLAYER 2” depending on who won. To go again to “PRESENTATION SCREEN” we should press “space” again.

**NOTES:** Be creative! You can adjust fonts sizes, text positions, colors, logo sizes and positions, etc... Change texts if you want to, but keep the structure defined above.

- 3) **Finally add sounds to our game!!** In data folder you will find a set of sounds for PONG game. You can search for other sounds if you want to. Four sounds must be played:
  - a. **Kick-Off sound:** When ball starts moving.
  - b. **Ball-Player collision sound:** when ball hits a player.
  - c. **Goal sound:** when someone scores a goal.
  - d. **Winner sound:** when someone wins the game.

**HINT:** You can check “SaveScreen4” sketch we developed in first lesson, where we used Sound Library.