



PIXEL PONG

Game Type: Classic Arcade / Pong

Platform: HTML5 / LED Floor

Players: 2 or 4 Players (Team vs Team)

Grid Size: 10 x 6 (60 tiles)

Target Score: 3, 5, 7, or 10 points

1. Game Overview

Pixel Pong is a modern take on the classic Pong game, designed for LED floor gameplay. Two teams (Blue and Pink) compete to score goals by getting the ball past the opponent's paddle. The neon arcade aesthetic brings retro gaming to life!

2. Flow: How to Start the Game

Step 1: Open the game (Pixel_pong.html)

Step 2: Select player mode:

- **2 PLAYERS:** 1 vs 1
- **4 PLAYERS:** 2 vs 2 (team mode)

Step 3: Select target score:

- 3 points (Quick game)
- 5 points (Standard)
- 7 points (Extended)
- 10 points (Marathon)

Step 4: Click "⚡ Start Match" button

Step 5: Countdown 3-2-1-GO! begins

Step 6: Game starts! Defend your goal!

3. Controls

3.1 Two Player Mode

Team	Player	Move Up	Move Down
BLUE	Player 1	W	S
PINK	Player 2	↑ (Arrow Up)	↓ (Arrow Down)

3.2 Four Player Mode

Team	Player	Move Up	Move Down
BLUE	Player 1	W	S
	Player 2	R	F
PINK	Player 3	U	J
	Player 4	O	L

Pause Game: Press **SPACE** to pause/resume

4. Game Mechanics

4.1 The Paddles

BLUE TEAM (Left Side)

- Paddles positioned at column 0
- Defends the left goal
- In 4P mode: 2 paddles on left side

PINK TEAM (Right Side)

- Paddles positioned at column 9
- Defends the right goal
- In 4P mode: 2 paddles on right side

4.2 The Ball

- Ball starts at center of the field

- Moves automatically in a diagonal direction
- Bounces off top and bottom walls
- Bounces off paddles when hit
- Speed: Moves every 400ms

4.3 Scoring

Event	Result
Ball passes left edge	PINK scores +1
Ball passes right edge	BLUE scores +1
Ball hits paddle	Ball bounces back

5. Win Condition

First team to reach the **target score** wins the match!

6. Game End Screen

Display: "🎉 [TEAM] WINS! 🎉"

Display: Final score (e.g., "5 - 2")

Options: "⟳ Play Again" button

7. Visual Effects

- **Ball:** Yellow glowing orb with pulse animation
- **Paddles:** Team-colored with glow effect

- **Score Flash:** Numbers pulse when scored
- **Goal Explosion:** Burst effect when scoring
- **Miss Effect:** Red flash when ball is missed
- **Scanline Effect:** Retro CRT-style overlay

Strategy Tips

- **Anticipate:** Watch the ball angle to predict where it's going
- **Center position:** Stay near the middle of your zone
- **In 4P mode:** Communicate with teammate - cover different areas
- **Don't overreact:** Small movements are often better