

PONG GAME FOR ARCULUS

Requirements

- Python3
- PyGame

Installation & Run

```
$ git clone https://github.com/pyshawon/pong_game_for_arculus.git
```

```
$ cd pong_game_for_arculus
```

```
$ virtualenv -p python3 env
```

```
$ source env/bin/activate
```

```
$ pip install -r requirements.txt
```

```
# To run the game with 4 player without network (Single Client)
```

```
$ python main.py
```

```
# TO PLAY THE GAME
```

```
# Keyboard Shortcuts
```

```
Move Left Paddle - (a, z)
```

```
Move Right Paddle - (k, m)
```

```
Move Top Paddle - (w, e)
```

```
Move Bottom Paddle - (o, p)
```

```
Reset Score - (r)
```

```
Exit Game - (q)
```

```
# Game will automatically over when any of 4 player score is equal to 20.
```

Network Capabilities

```
# Network server is build but not connected with the Pong Game.
```

```
- server.py
```

```
- network.py
```

```
- client.py
```

```
# To Run the server
```

```
#python server.py <network_ip> <port>
```

```
$ python server.py 192.168.0.101 8000
```

TODO

- Connect game engine to socket server.
- Integrating tnit test.

- Better angle calculation when ball hits the paddle.
- Split code into more files for simplicity.

PERSONAL NOTES

- I'm was not familiar with any game engine before today.
- I had to spend couple hour with python game engine (PyGame) documentation & some blogs to understand the basics & build the game.
- In short amount of time I couldn't figure it out better way to connect socket into game engine.

THANK YOU