**Software project overview**

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**Planning & Research:**

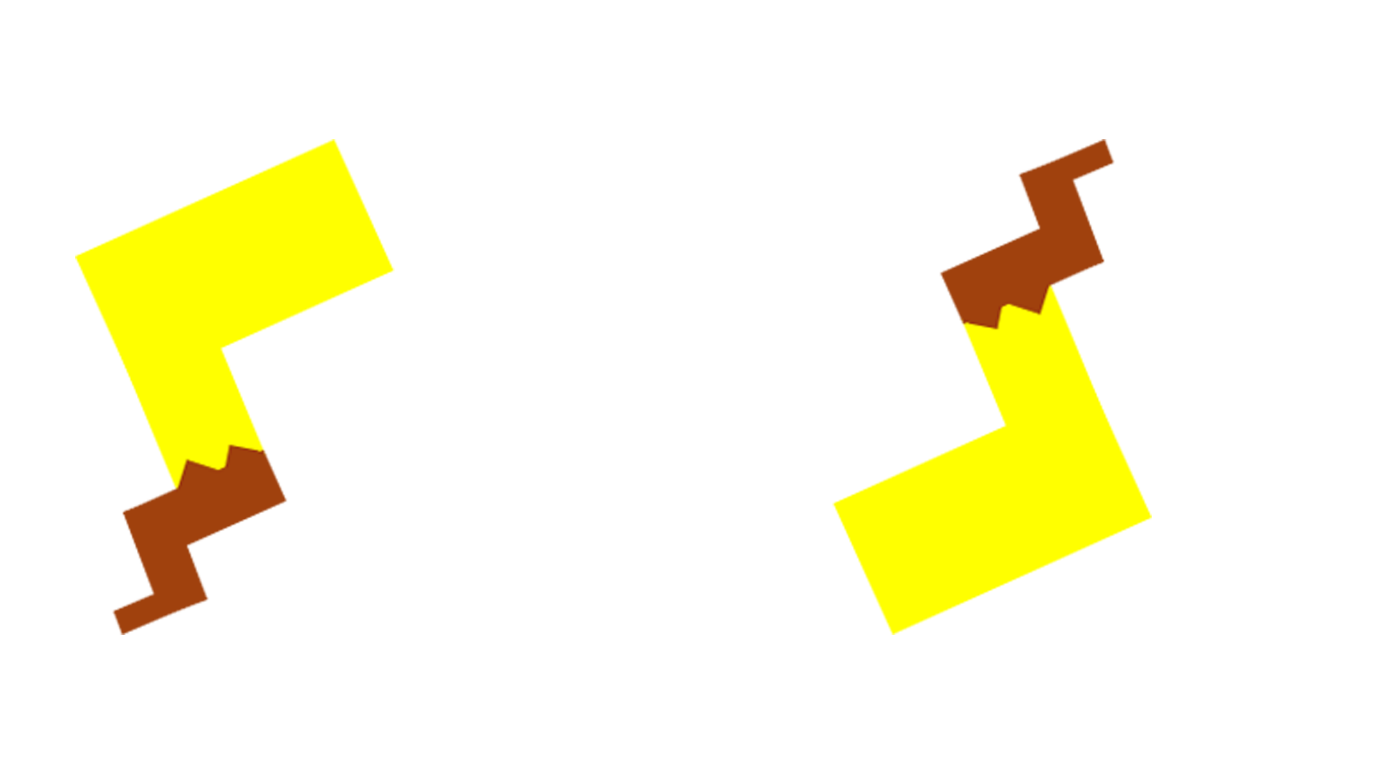
Initially I decided to use the retro classic game of pong as my starting point. This game is on phaser and is quite easy to wrap your head around (code wise) as there are tutorials all over the internet.

*Modifying pong??*

You can’t just use pong as a standalone because that’s already been done and is obviously not what is entailed in the project. My first idea was to use a lot of different color schemes instead of the basic black and white, but I felt that still was lacking the creative edge.

Being that pokemon was my favorite game as a child and having so many variations of the game to work off of, I felt this was the right way of going combining the simplicity of the game pong with the 8-bit late 90’s pokemon feel.

**The rough design sketches:**

paddle design example will be based on pikachus tail.



The ball concept is based on a basic pokeball.