

Multi-Player Pong

The playing field is split for each set of $N/2$ players using the following progression.

1-Player

700x500 field

2-Player

Each player gets their own 700x500 field.

3-Player

Each player gets their own 700x500 field. The 4th player is a wall that rebounds.

4-Player

Each player gets their own 700x500 field.

Paddle Position

Paddle position reflects the relative position of each player in relation to the other players.

Expanding the game.

As each additional player is added to the game an additional playing field is also added along with rebounding walls that fill-in for the missing players.

Game Capacity

As many as 12 players can all play at the same time on a single 4x4 playing grid with each grid having 3 players connected by a central playing field that connects all the other fields.

Game Server

XML/RPC Gaming Server connects each of 4 separate XML/RPC Servers to which each Human player is connected.

Each Player's XML/RPC Server handles the physics for that player and tracks the movement of the puck on that player's field of view but only while the puck is on that player's field of view.

As the puck moves from each player's field of view a message is sent to the central gaming server and that server tracks the movement of the puck but only while the puck is on the central field of view.

As the puck moves off the central gaming field or field of view a message is sent to the receiving player's gaming server and the process of tracking the puck continues.

Each Flex client polls for data in the background.

Game Play

Each Player begins with 0 points.

Missed returns cost -1 point.

When the game reaches a limit of 10 or 20 scores the game stops and the high scores are tracked in a central database connected to the central gaming server.

Game Variations

Multi-Pucks

Each player gets a single puck that leaves the paddle in a direction determined by the position of the paddle to the left of right of center.

Each puck gets a different color.

There can be many pucks within the same gaming field at a time and this adds to the fun.

Social Networking

Connections with Twitter, FaceBook and real-time chats via the distributed Game Servers.