

Pong Game User Documentation

Introduction

This document provides a manual on how to use the **Pong Game** - a classic arcade video game for **two players** that simulates regular table tennis.

Briefly about the classic Pong Game: [\[Pong - Wikipedia\]](#)

The player controls an in-game paddle by moving it vertically across the left or right side of the screen. They can compete against another player controlling a second paddle on the opposing side. Players use the paddles to hit a ball back and forth.

The **goal** is for each player to reach eleven points before the opponent; points are earned when one fails to return the ball to the other.

Main features of this Pong implementation:

- Players can enter their names.
- There are 3 difficulty options available.
- It is possible to pause and restart the game.

Getting Started

Simply run the Python script to open the game.

Installation:

Python environment with **Pygame** installed is required!

How to Control

Player 1 controls the left (**blue**) paddle. *Player 2* controls the right (**red**) paddle, respectively.

How to move paddles:

- **Player 1:**
 - To move up: 'W' key.
 - To move down: 'S' key.
- **Player 2:**
 - To move up: *Up arrow* key.
 - To move down: *Down arrow* key.

Gameplay

The game has a simple and intuitive user interface.

Main Menu

The first displayed window of the game is the *Main Menu*. Here you can do the following:

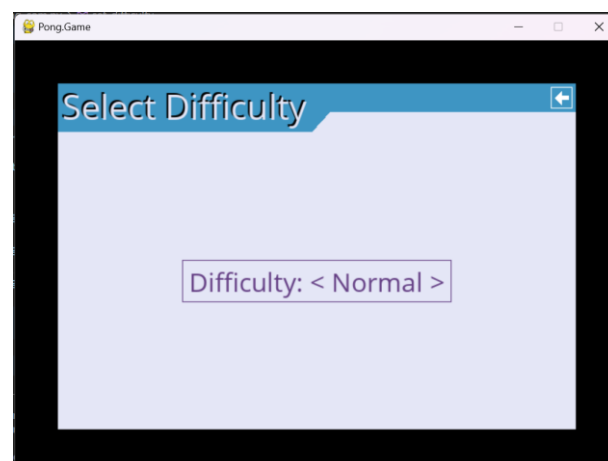
- Enter the players' names.
- Start the game with default settings by clicking on 'Play' or select the game difficulty in the settings menu first thing by clicking on 'Settings'.
- Exit the game.



Settings

You can choose one of the *3 levels* of difficulty.

- *Easy* – long paddles, the score to win is 3.
- *Normal* (by default) – medium paddles, the score to win is 5.
- *Hard* – short paddles, the score to win is 10.



Game Menu

There is a *Game Menu* at the top of the game window, which includes 3 *buttons*, that allow to do the following:

- The button '*Pause*' stops the current game.
- The button '*Restart*' starts a new game.
- The button '*Menu*' finishes the current game and opens the *Main Menu*.



States

There are 2 states of the game:

- *Running* – the initial state of the game after the start. Allows movement of the game elements.
- *Paused* – the state can be changed to this one by clicking on the '*Pause*' button in the *Game Menu*.

To *continue* the game, you need to press *Spacebar*.



How to exit

Main Menu

If you want to exit the *Main Menu* you can:

- Click on 'Exit' with the left mouse button.
- Click on the *cross* at the top right corner of the window.

Game Window

If you want to exit the *Game Window*, *while playing*, you can:

- Click on the 'Menu' button of the *Game Menu*. It will return you back to the *Main Menu*.

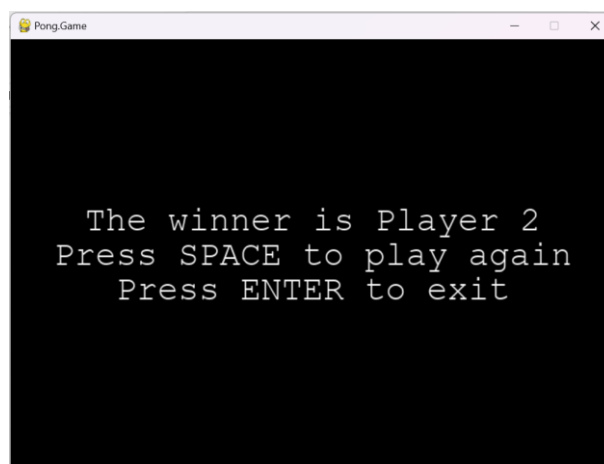
If you want to exit the *Game Window*, *when the game has stopped*, you can:

- Press 'Enter'. This will totally finish the game.

The End of the Game

The game ends when one of the players reaches the *winning score*. The winner is displayed on the screen. Two choices appear:

- To *play again*, by pressing *Spacebar*.
- To *exit* the game, by pressing 'Enter'.



Enjoy the Pong Game!