

PONG MANIA

Pong Mania is a collection of pong games. There are different versions of games. The player can select different games from the menu. After the player selects the game, a new window comes up. in this window, the player can see the instructions how to play the game. Then player press Play button. The game will start.

PONG VERSIONS

01. Regular pong

First one is regular black and Wight pong game. Same as the old pong game.

02.Western Pong

The third one is the western pong. In this version, there is a cowboy. He shoots randomly. Bullet and ball collide with each other.

03. Future pong

In this version, There are 04 players. I mean there are 04 paddles. There is only one real player and Other players are the computer. Each player has a separate scoreboard. I'm going to add futuristic music, a background to this version.

04. Soccer pong

In this version of pong game. The ball working as the football and paddle working as the goal. in this case, the paddles will not bounce the ball. The ball will go inside the paddle (Goal).This version isn't same as the real soccer

game. I mean it's like opposite of the soccer. There are 05 rectangles on both sides. Rectangles move randomly like griddies. the ball will collide with rectangles. and move to the opposite side. Both players trying to catch the ball using paddles.

05.Space Pong

In this version, Spacecraft moving up and down. And shooting the ball in random directions. There are space junks in space. balls collide with space junks.

06.Crazy pong

In this game, Create several balls in random locations. I'm going to use noise function for the balls.

07.Real word pong (Not sure about this version)

in this version, I'm trying to interact with the real world objects. In this game, paddles move according to the webcam data.

I wanted to create a collection of games. Not only pong games. I come up with these 03 games ideas that I want to create. If I'm able to create these 03 games. I will add to the final project.

COBRA-VS-MONGOOSE

In this game, the snake trying to catch rats without hitting the Mongoose. The player can control the snake using the mouse. I'm going to use noise function for the Mongoose

movements. It's like the agar.io game. If snake hit the Mongooses, reduce the snake length. If snake catches the rats, length of the snake will increase.

NOISY SHIP

In this game there is a spacecraft. The spacecraft is moving in space. But it needs the energy to fly. The spacecraft gains energy from sound. And there are barriers in space. Spacecraft must avoid these barriers. If spacecraft collided with barriers. It will crash. spacecraft can shoot to destroy these barriers. players can give energy to the spacecraft by making the sound.

BOUNCE GAME

In this game I'm trying to create like Chrome T-rex game (<https://chromedino.com/>). But instead of the t-rex I'm using a ball and it will jump according to the sound level of the microphone.