

Embedded System Design Project

Pong Game

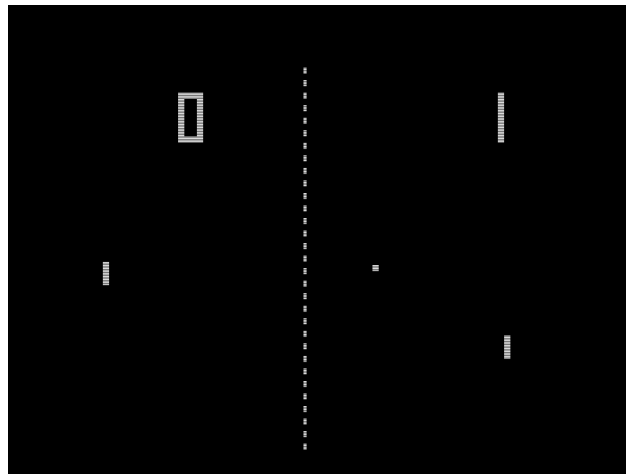
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Pong is one of the earliest video games with a simple yet pretty interesting game play. Pong is a two-dimensional sports game that simulates table tennis. The player controls an in-game paddle by moving it vertically across the left side of the screen, and 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 aim is for each player to reach some points before the opponent; points are earned when one fails to return the ball to the other.

Our idea is to realize the basic implementation of the game by using a suitable microcontroller interfaced with an LCD display and buttons for each of the two players.



Both the players will have two buttons each to control the movement of their respective paddles (Up and Down). The paddles however are restricted to move horizontally. While there can be multiple implementations of this game, we wish to stop the game when any of the players reach a certain score. The score increases by one if the opponent misses the ball. The game will be initialized to the original state in such a case.