

# **PRESENTASI TARGET 3**

# **PONG GAME**

**RA-07**



# NAMA ANGGOTA



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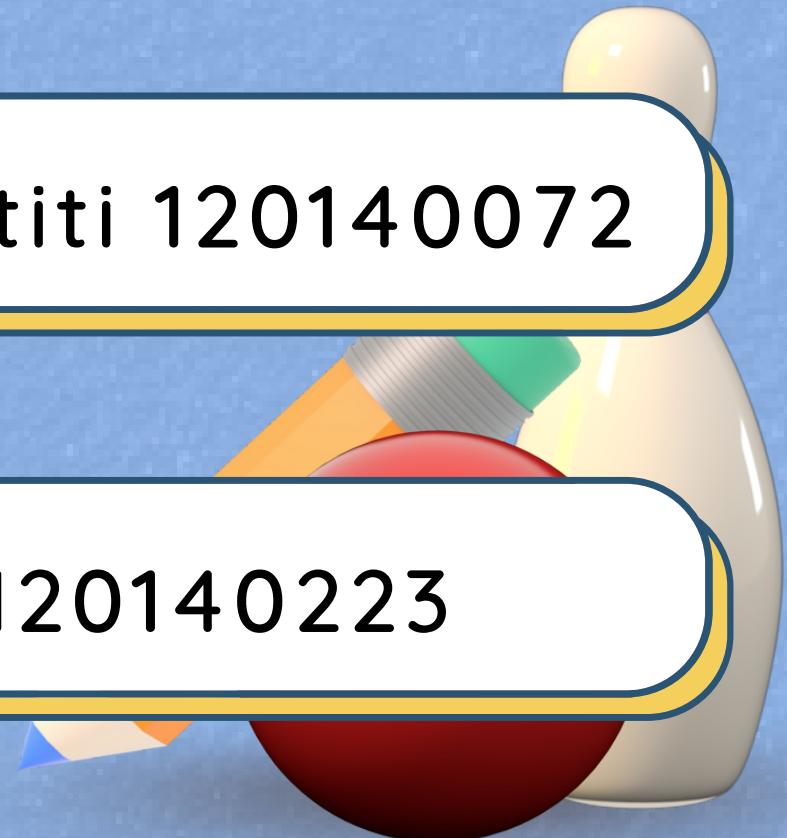
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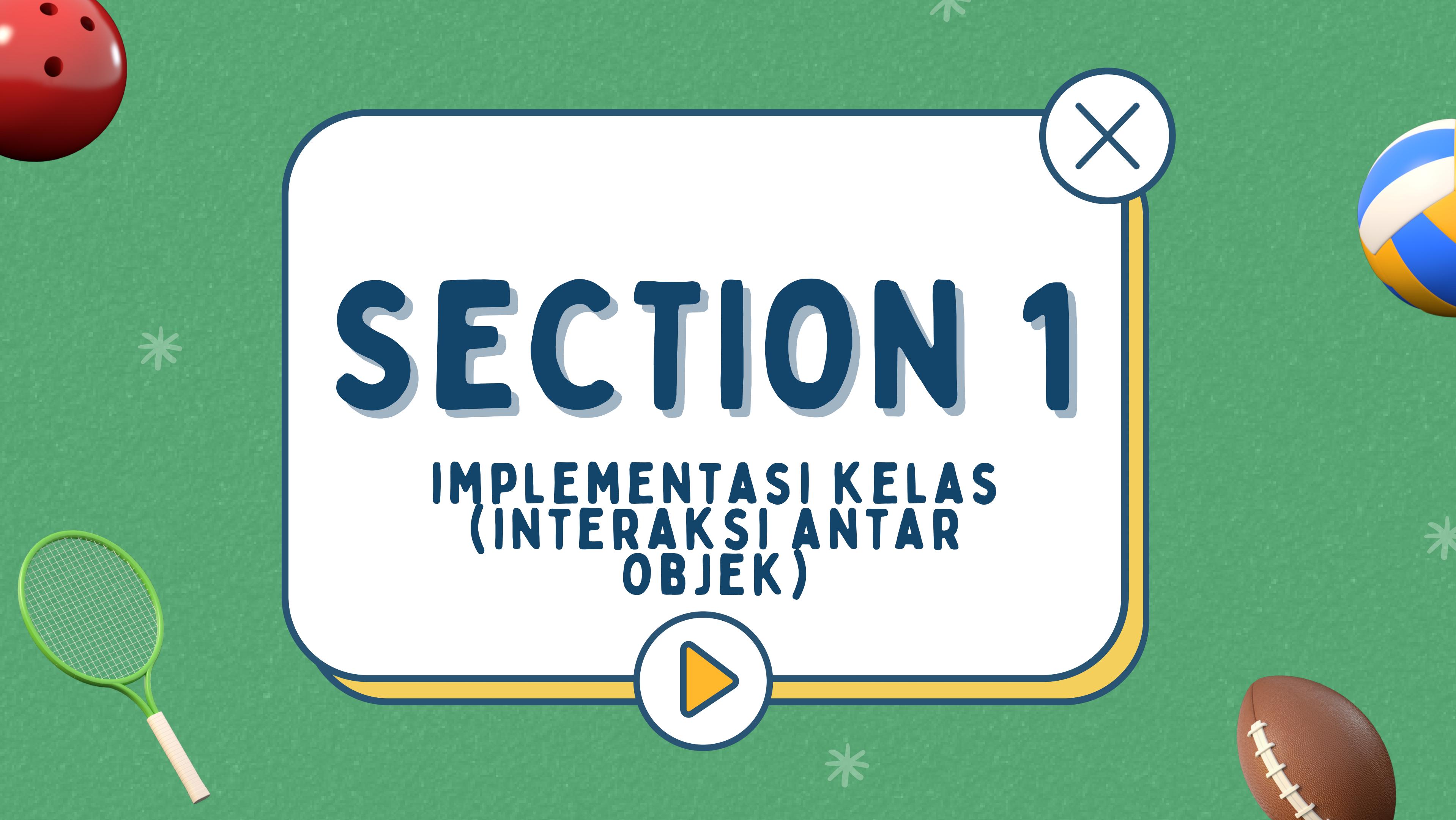
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PREPARE A PEN OR  
A PENCIL AND  
LET'S HAVE FUN.

# SECTION 1

## IMPLEMENTASI KELAS (INTERAKSI ANTAR OBJEK)



# INSTANSIASI OBJEK

```
player1 = Player()  
player2 = Player()
```

```
pong = Ball()
```

```
obstacle = Obstacle()  
skill = Skill()
```

instansiasi objek  
dari tiap kelas  
terlebih dahulu.

Instansiasi objek  
player1 dan player2  
dari kelas Player

Instansiasi objek  
pong dari kelas Ball

Instansiasi objek  
obstacle dari  
kelas Obstacle

Instansiasi objek  
skill dari kelas  
Skill

# Pergerakan Objek Player

```
key = pygame.key.get_pressed()
if key[pygame.K_w]:
    player1.rect.y += -player_speed
if key[pygame.K_s]:
    player1.rect.y += player_speed
if key[pygame.K_UP]:
    player2.rect.y += -player_speed
if key[pygame.K_DOWN]:
    player2.rect.y += player_speed
```

# Pergerakan Objek Pong

```
# Moves pong ball  
pong.rect.x += pong.speed * pong.dx  
pong.rect.y += pong.speed * pong.dy
```

```
if pong.rect.y > 490:  
    pong.dy = -1  
  
if pong.rect.y < 1:  
    pong.dy = 1  
  
if pong.rect.x > 740:  
    pong.rect.x, pong.rect.y = 375, 250  
    pong.dx = -1  
    player1.points += 1  
  
if pong.rect.x < 1:  
    pong.rect.x, pong.rect.y = 375, 250  
    pong.dx = 1  
    player2.points += 1  
  
if player1.rect.colliderect(pong.rect):  
    pong.dx = 1  
  
if player2.rect.colliderect(pong.rect):  
    pong.dx = -1
```

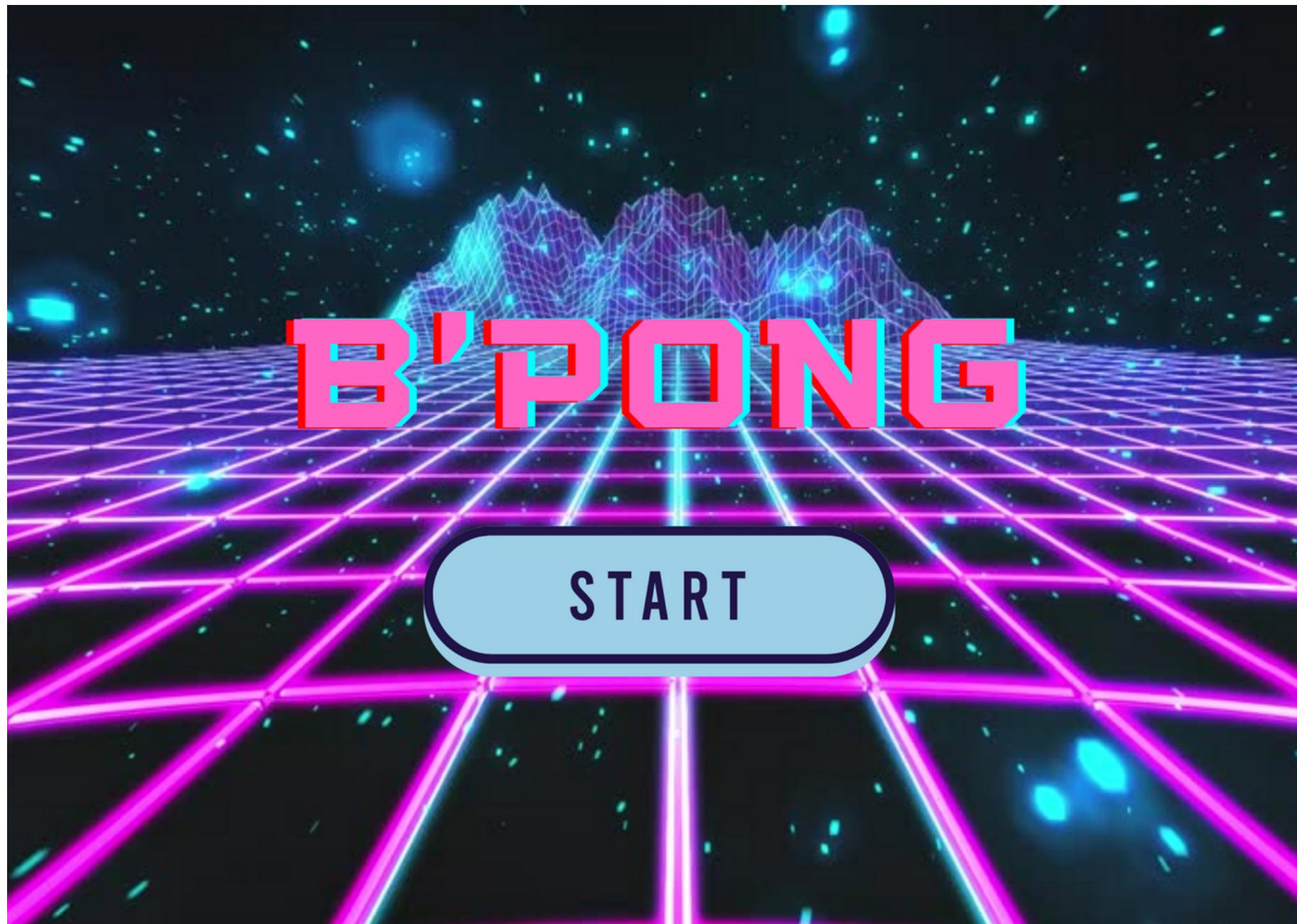
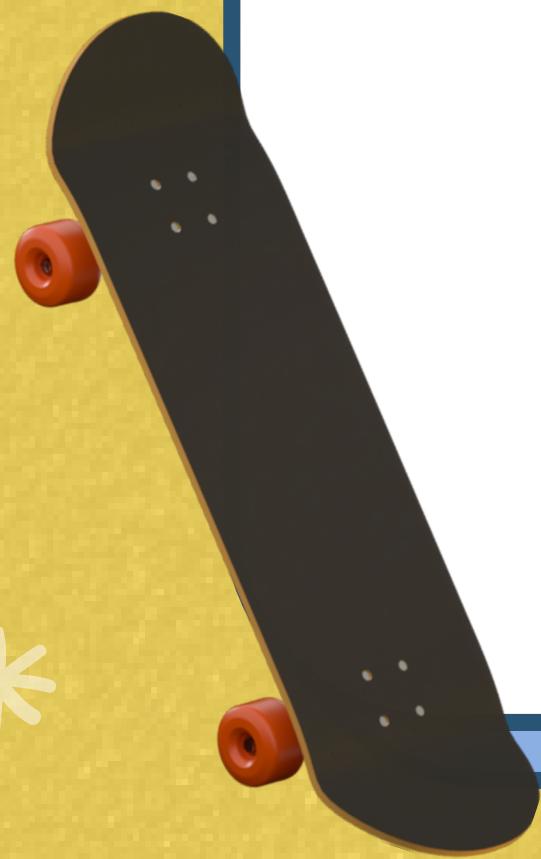


# SECTION 2

## DESAIN GRAFIK



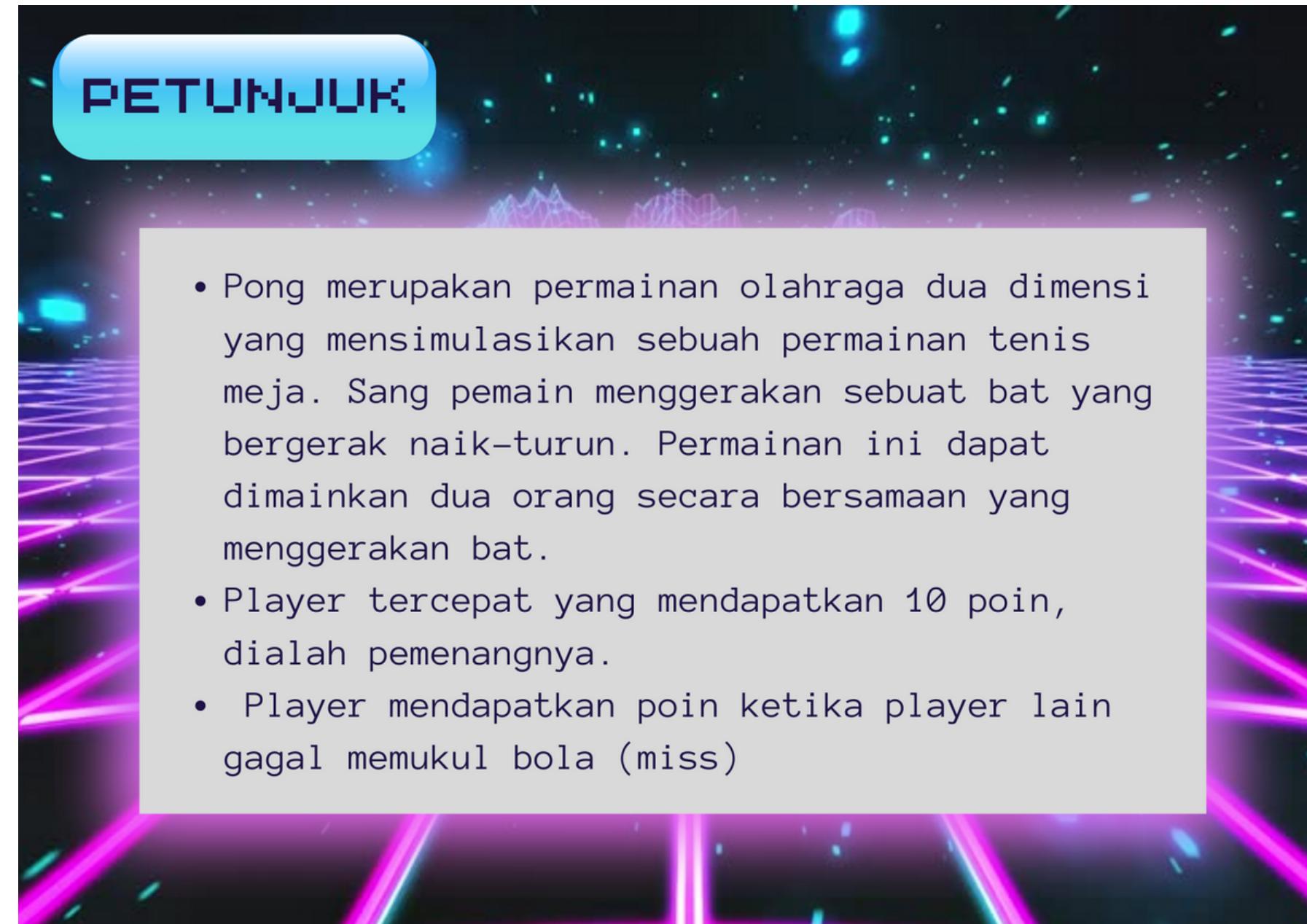
# Tampilan Awal



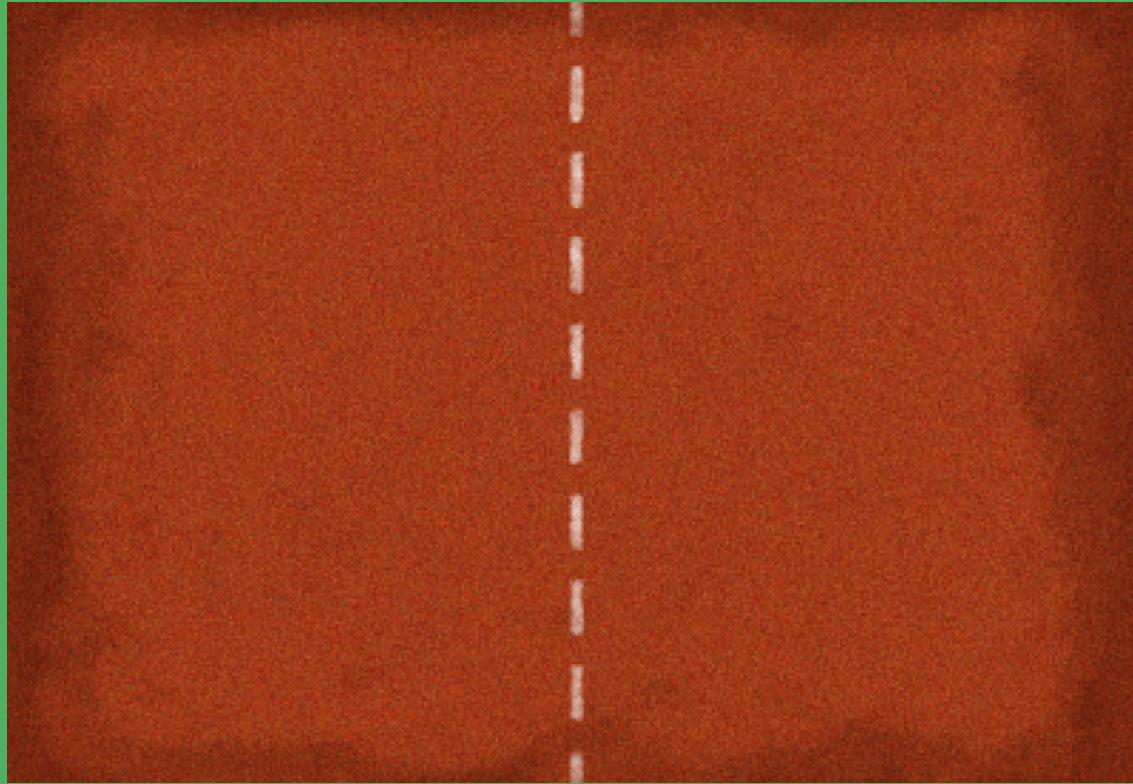
# Tampilan Pilihan Menu



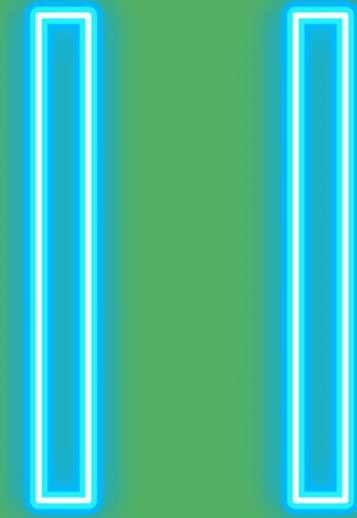
# Tampilan Menu Petunjuk



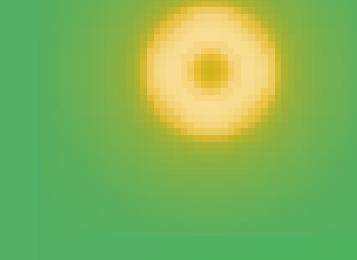
# Ikon tampilan Pada Permainan



FIELD



BAT AS PLAYER



BALL



OBSTACLE

```
background_image = pygame.image.load('fancy-court.png')
```



# Fungsi untuk membuat tampilan layar

```
# Fungsi tampilan screen
def redraw():
    # Draw background
    win.fill(black)
    win.blit(background_image, (0, 0))
    pygame.display.update()

    # Font judul
    font = pygame.font.SysFont('Times', 30)
    text = font.render('PONG GAME', False, white)
    textRect = text.get_rect()
    textRect.center = (750 // 2, 25)
    win.blit(text, textRect)

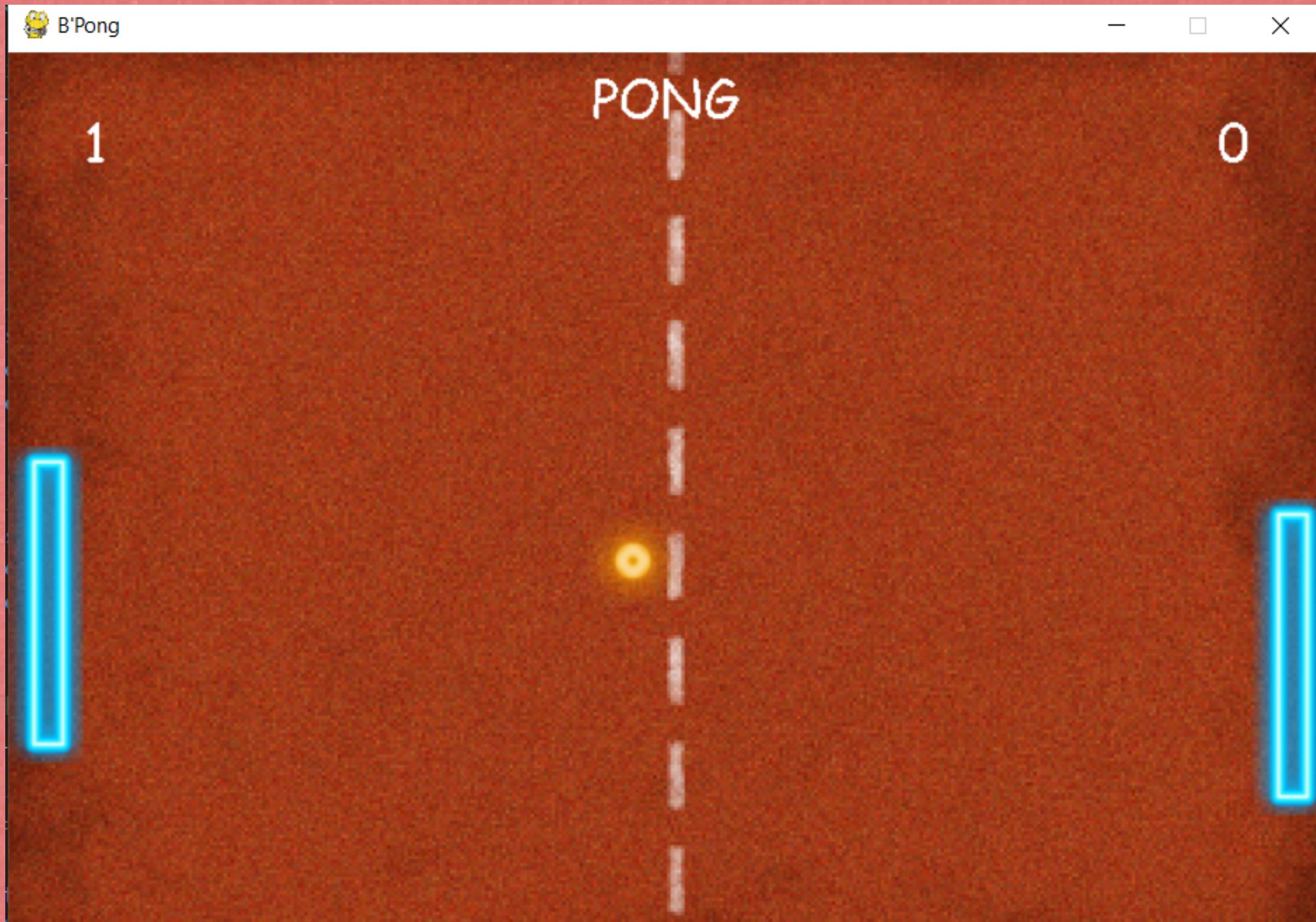
    # Score Player 1
    p1_score = font.render(str(player1.points), False, white)
    p1Rect = p1_score.get_rect()
    p1Rect.center = (50, 50)
    win.blit(p1_score, p1Rect)
```

```
    # Score Player 2
    p2_score = font.render(str(player2.points), False, white)
    p2Rect = p2_score.get_rect()
    p2Rect.center = (700, 50)
    win.blit(p2_score, p2Rect)

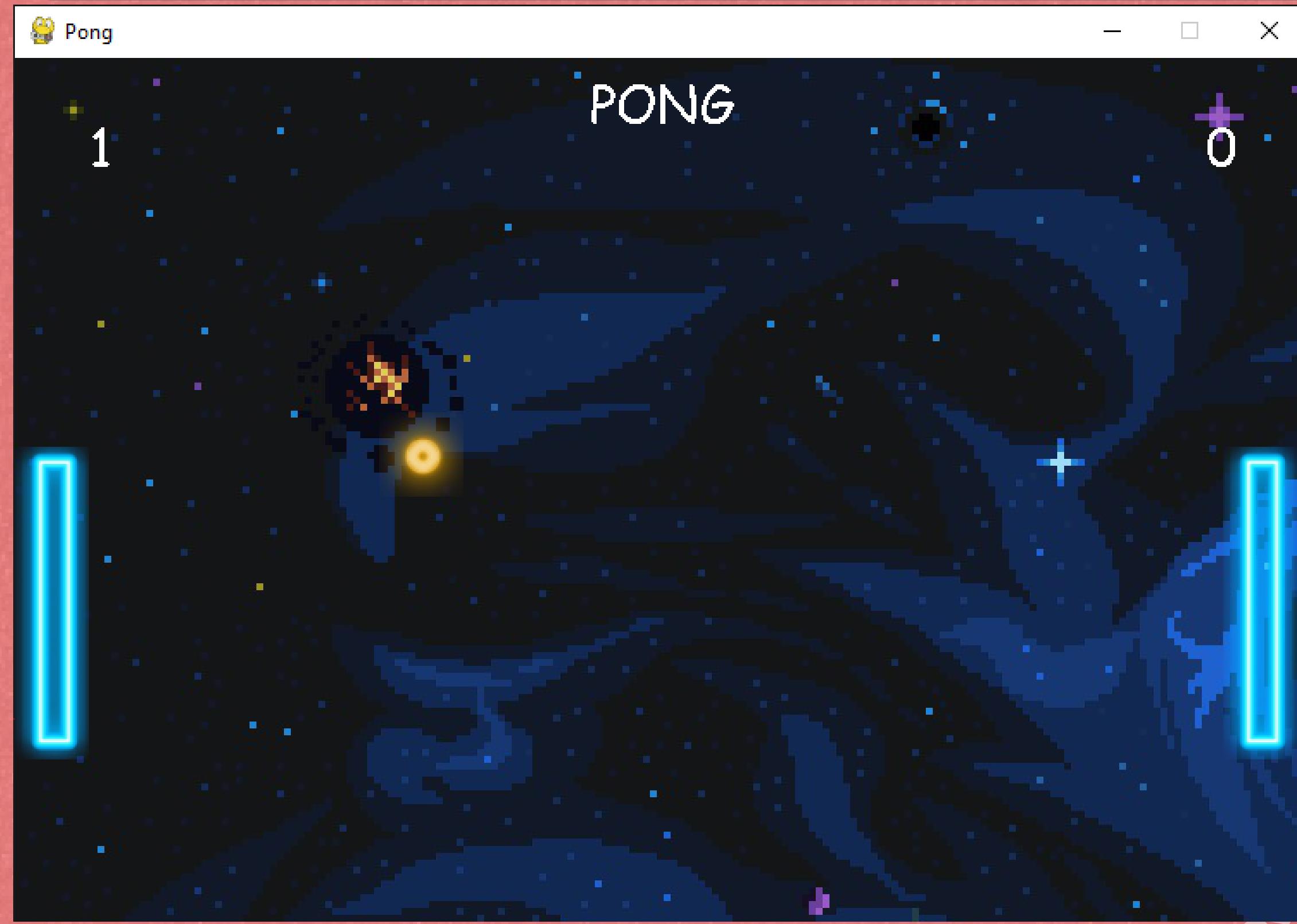
    # Update Sprites
    all_sprites.draw(win)

    # Draw updates
    pygame.display.update()
```

# TAMPILAN UTUH LAYAR PERMAINAN



# TAMPILAN ARENA 2



# Kelas Skill



```
class Skill(pygame.sprite.Sprite):
    def __init__(self):
        pygame.sprite.Sprite.__init__(self)
        self.speed = 10

    def slower():
        pass

    def faster():
        pass

    def bonus_poin():
        pass
```

# Obstacle

```
class Obstacle(pygame.sprite.Sprite):
    def __init__(self):
        pygame.sprite.Sprite.__init__(self)
        self.image = pygame.Surface([40, 65])
        self.image.fill(255, 0, 0)
        self.rect = self.image.get_rect()
```





# Shortcut

```
# Shortcut to End the Game
if key[pygame.K_o]: # 'o' stands for over
    run = False

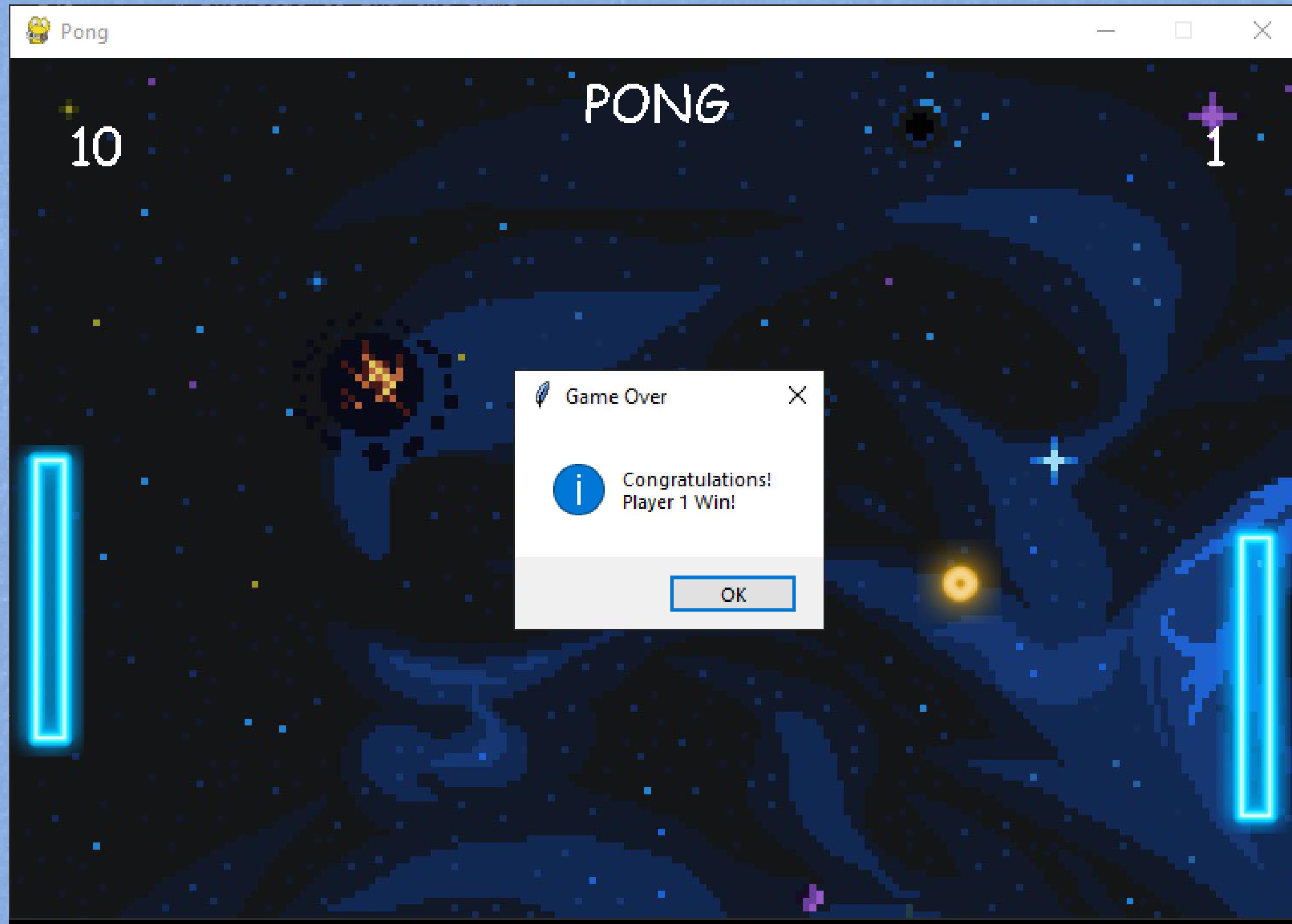
# Shortcut to End the Game
if player1.points == 10:
    run = False
    messagebox.showinfo('Game Over','Congratulations!\nPlayer 1 Win!')
if player2.points == 10:
    run = False
    messagebox.showinfo('Game Over','Congratulations!\nPlayer 2 Win!')

# shortcut to make player 1 win
if key[pygame.K_1]:
    player1.points = 10
    messagebox.showinfo('Game Over','Congratulations!\nPlayer 1 Win!')

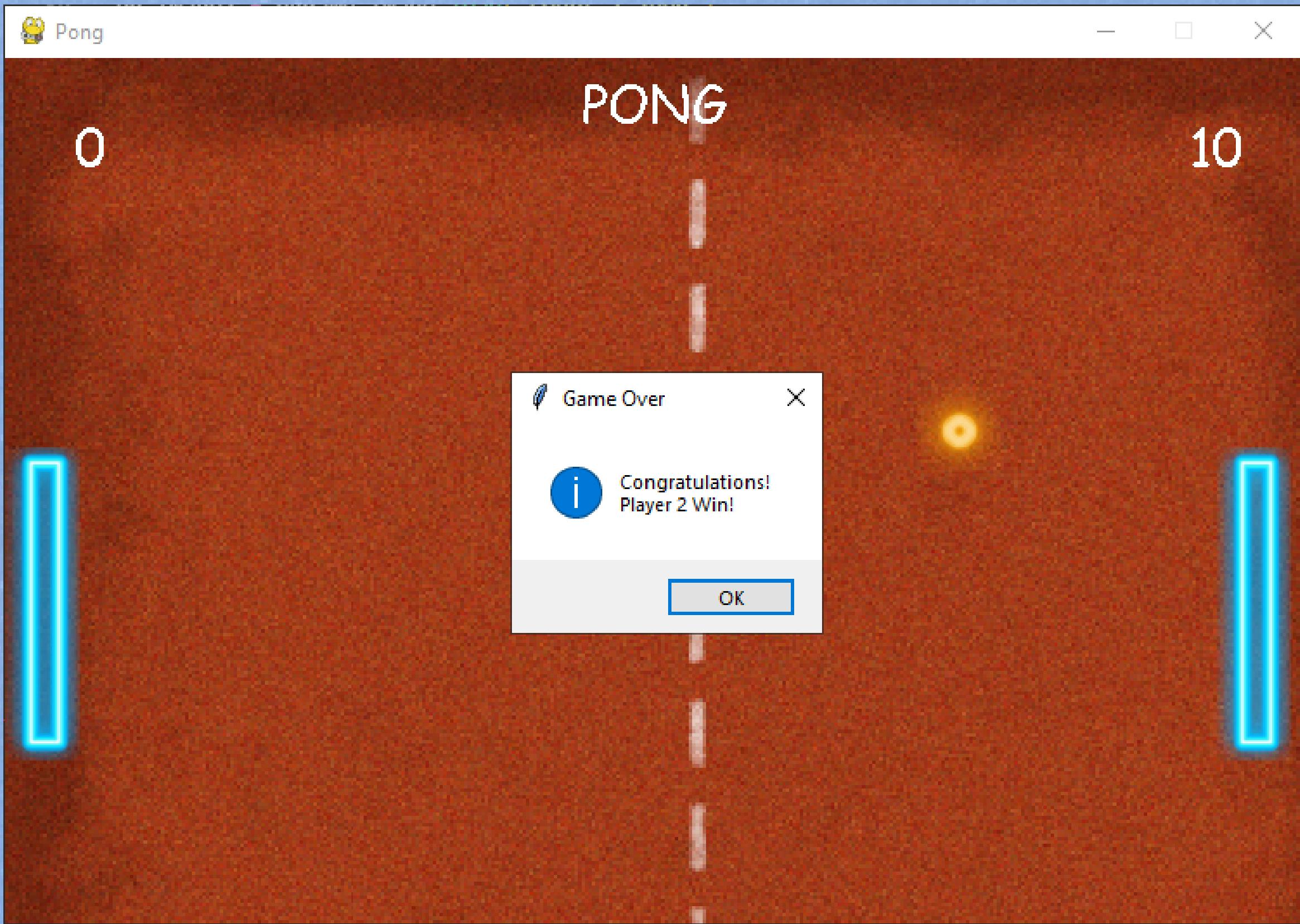
# shortcut to make player 2 win
if key[pygame.K_2]:
    player2.points = 10
    messagebox.showinfo('Game Over','Congratulations!\nPlayer 2 Win!')
```



# Shortcut



# Shortcut





THANK YOU

