

A Report of Industrial Training on

Hit The Ball Game

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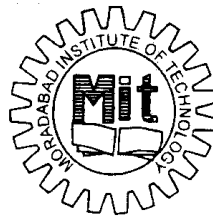
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ABSTRACT

Hit the Ball game is an arcade game developed and published by Atari, Inc. It was conceptualized by Nolan Bushnell and Steve Bristow, influenced by the 1972 Atari arcade game *Pong*, and built by Steve Wozniak aided by Steve Jobs. The game was ported to multiple platforms and upgraded to video games such as *Super Breakout*. In addition, *Breakout* was the basis and inspiration for certain aspects of the Apple II personal computer. In the game, a ball travels across the screen, bouncing off the top and side walls of the screen. When a ball collides with the wall, the ball bounces away. The player loses a turn when the ball touches the bottom of the screen. To prevent this from happening, the player has a movable paddle to bounce the ball upward, keeping it in play.

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