| PYTHON PROGRAMMING LABORATORY | |
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| Title of the Project | Pong game |
| Year/Sem | II/I |
| Name of the Guide &  Designation | Mrs U. Hemalatha, Asst.Professor |
| Date of Submission | 04-01-2024 |
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**ABSTRACT**

Pong is a classic arcade game that represents early video game simplicity. In Pong, players control paddles to bounce a ball back and forth, trying to score points when their opponent fails to return the ball. The game's simple mechanics and competitive nature have made it a lasting and iconic part of gaming history.

The provided Python project is a contemporary rendition of Pong, leveraging the Turtle graphics library for visualization. It incorporates elements such as player-controlled paddles, scoring mechanisms, and an engaging user interface. With sound effects enhancing the gaming experience, the project successfully captures the essence of Pong while demonstrating fundamental concepts of game development, including collision detection, user input handling, and dynamic updates. This implementation serves as both a nostalgic nod to the original Pong and a practical exploration of game programming in Python.

**Guide Signature HOD**