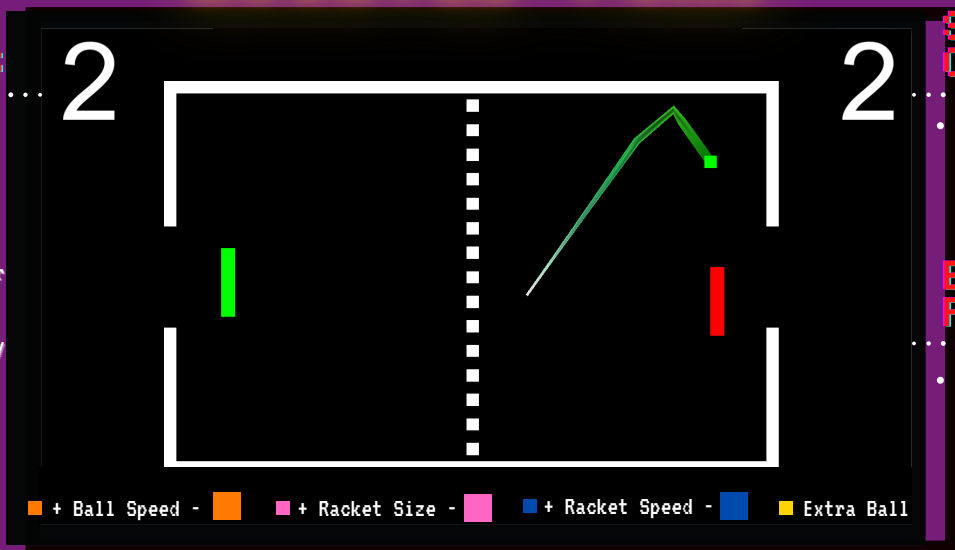


BOOSTED PONG

ADDED FEATURES

- Goals added behind the Rackets
- Ball changes color accordingly to the player Racket color
- Ball speed increasing on every Racket hit
- Randomly spawning Boosts which could be power-ups or power-downs



SCORE COUNTER

- First Player reaching 5 score WINS

BUG TO FEATURE

- Boosts can collide with Boosts -> boost disappears, ball changes direction

PLAYTESTER FEEDBACKS

"Remember, you are creating the game for the players, it should be fun for them, not for you, the developers" - Brin

"Seriously, you need more screenshake! Just Increase the magnitude of it!" - Brin

"Make power ups spawn more often than power downs!" - Fer