

# Project 2 - Pong

For our second project we'll be recreating the very first video game, Pong. Check out this video to see Pong in action: <http://goo.gl/vV2vgc>

## Dates

Assigned: Wednesday, October 2nd

Checkpoint: End of class on Wednesday, October 9th

**Due date:** End of class on ~~Friday, October 14th~~ Moved to **Thursday, October 17th**

## Requirements and Grading

### Paddle and Ball Movement

- Ball starts moving an unpredictable direction at the beginning of each round (5 pts)
- The paddle and ball position resets at the beginning of each round (5 pts)
- Ball bounces off top and bottom walls (5 pts)
- Ball bounce off paddles at the proper angle (10 pts)
- Players are able to move the paddles up and down (5 pts)

### Game Play

- The appropriate player gets a point when the ball touches the left or right walls (10 pts)
- The game keeps track of the player's points (10 pts)
- The player's scores are shown on the stage (5 pts)

### End Game

- The game ends when when a player has 5 points (10 pts)
- The game indicates which player won (10 pts)

### Programming Standards

- Comments in any unclear script sections. Must have at least 2 comments. (5 pts)
- Well named sprites and variables (5 pts)
- Use at least one function (5 pts)

### Checkpoint

- The ball bounces off the paddles (10 pts)

### Extra credit (+ up to 10)

- Make a fairly competent computer opponent  
**OR**
- The ball moves faster as the game progresses  
**OR**
- Come up with your own idea, but clear it with a teacher first

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Total 100 pts

## Submitting Your Project

- Email the project to [tealsTeachers@gmail.com](mailto:tealsTeachers@gmail.com).
- **The subject of the email should be "Project 2: Pong - <Your full name>"**