

# FAULT IN OUR PONG

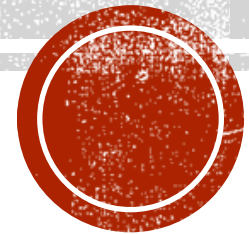
- Remake of the ping pong game

By:

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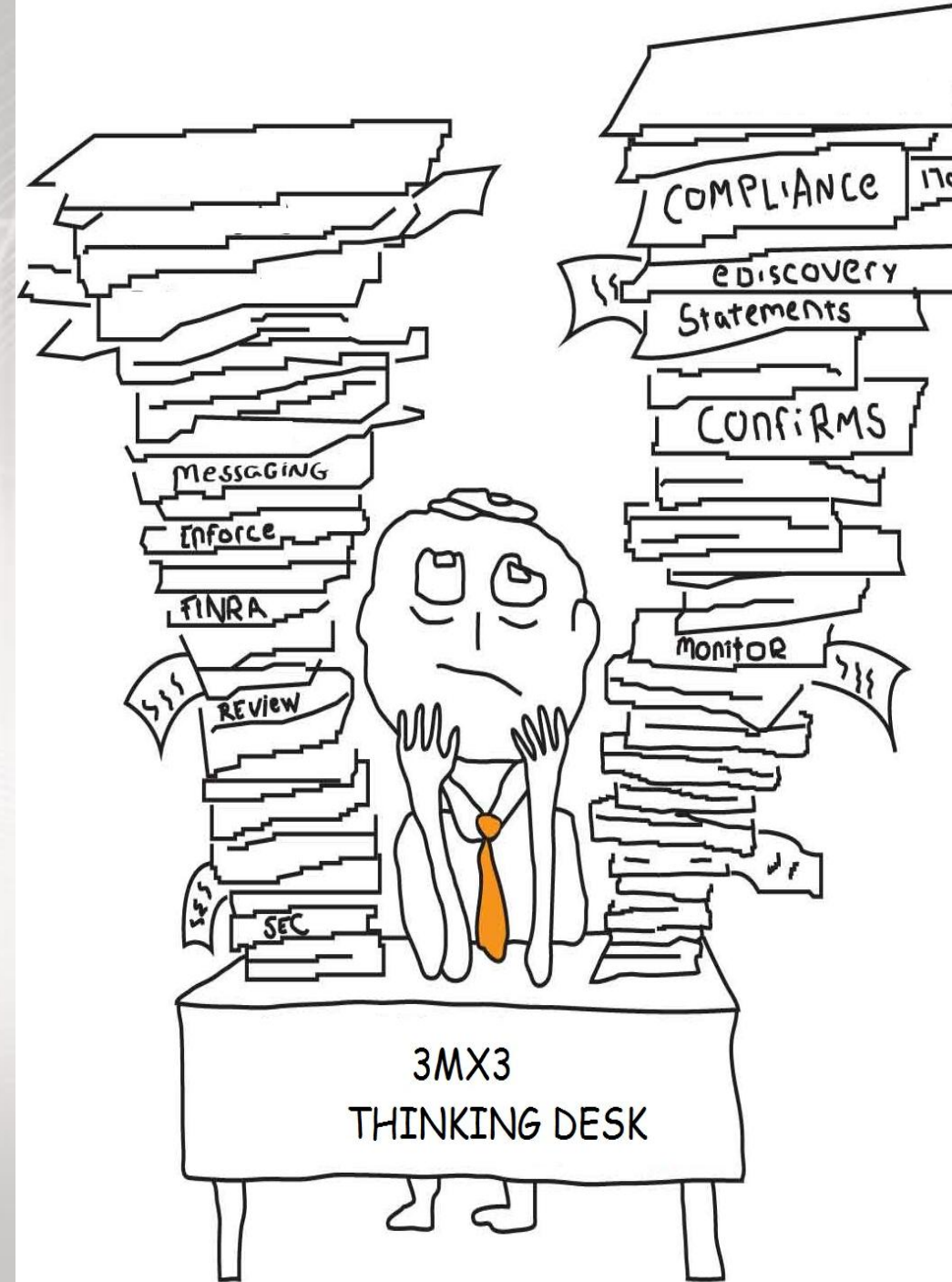
Arfa Amer

Adwity Sharma



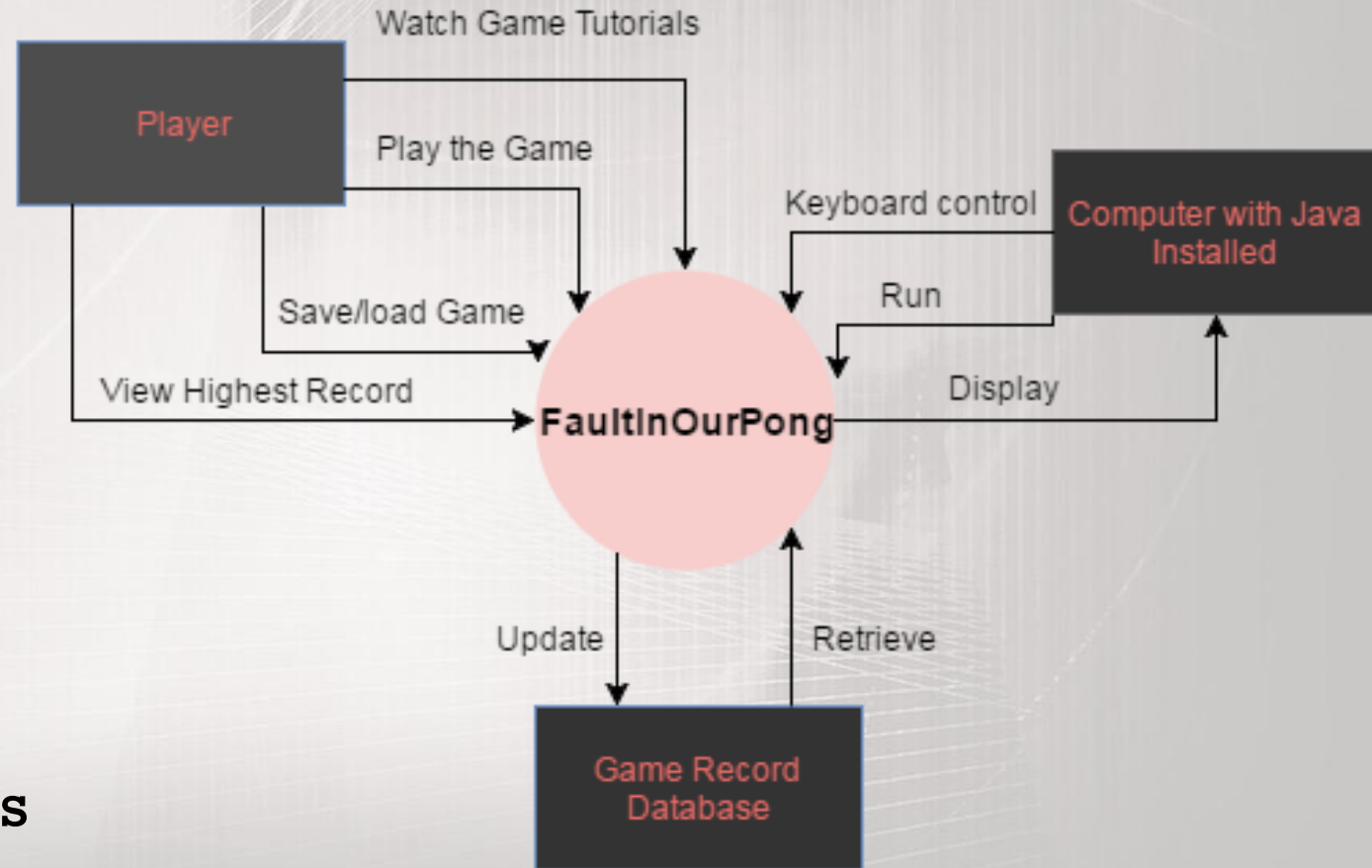
# PURPOSE

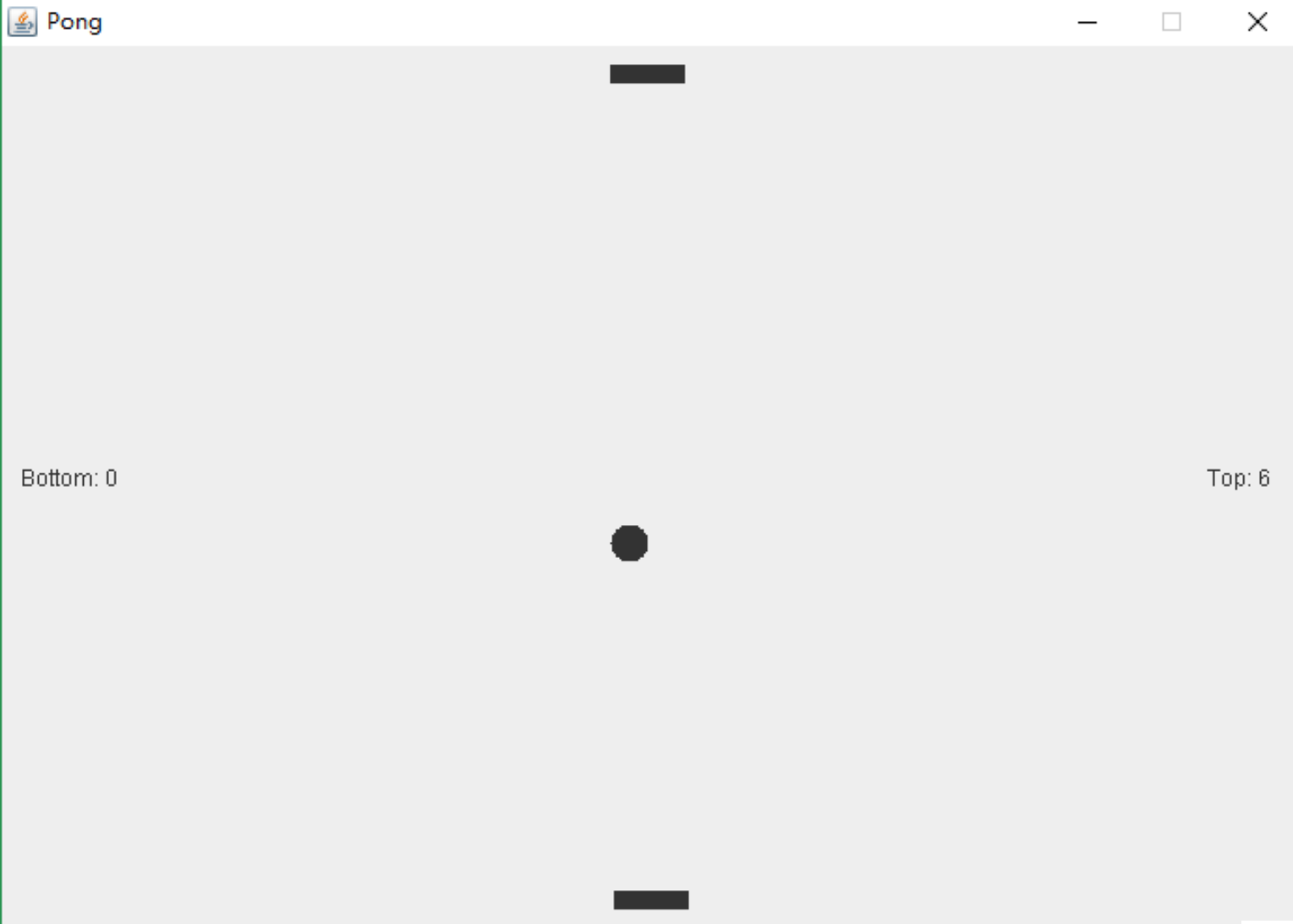
- Increase our skills with documentation
- Develop team work and communication skills
- To make the existing game more fun
- Improve interface design
- Improve skills in testing








# SCOPE

- Played against computer
- Keyboard left and right arrows to change paddle directions
- Fun single player game
- With easy and difficult modes
- Can be played by people of all ages





# REMAKE OF : PONG

 .gitignore	ant file
 Game.java	beta release
 Main.java	beta release
 README	README
 build.xml	ant file

# CHANGES WE MADE

- Enforcements in software design pattern (MVC)
- Algorithms on the ball and paddle movements
- More game features
- Improvements of game view
- Changes in layout of the game
- Improved coding style
- Test cases to ensure robustness

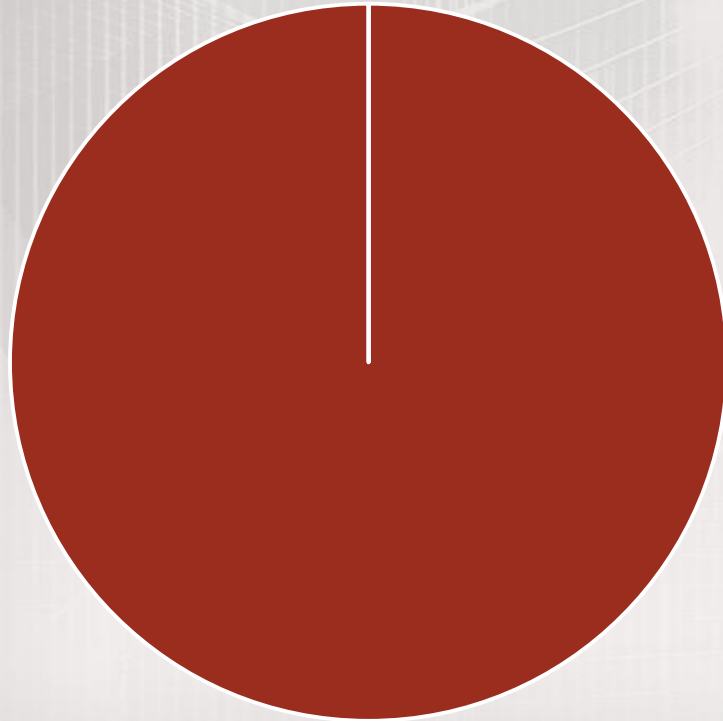


A wooden paddle with a white grip and a white face, set against a blue and green background. The paddle is positioned diagonally, with the head in the upper right and the handle in the lower left. The face of the paddle is a solid white circle. The handle is wrapped in white tape with horizontal ridges. The background is split diagonally from the bottom left to the top right, with a bright blue area on the right and a light green area on the left.

**GAME DEMO**

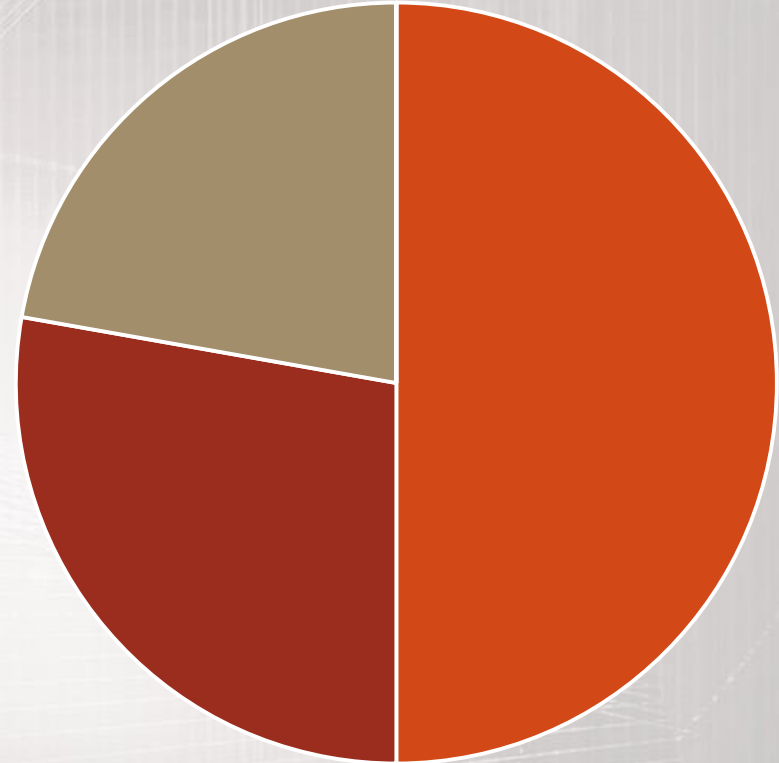
# USER REVIEWS/FEEDBACKS

Votes on which game is better



■ previous game ■ new game

entertainment



■ have eclipse + would download the game  
■ have eclipse + wouldn't download the game  
■ no eclipse + would download the game otherwise  
■ don't have eclipse + would download it for the game

# CONCLUSION

## Challenges

- Multi-player game implementation
- Algorithmic challenges
- Test cases

## Things we learnt

- Documentation skills
- Project management skills
- Interface design
- Test cases



**THANK YOU!**