

FAULT IN OUR PONG

- Remake of the ping pong game

By:

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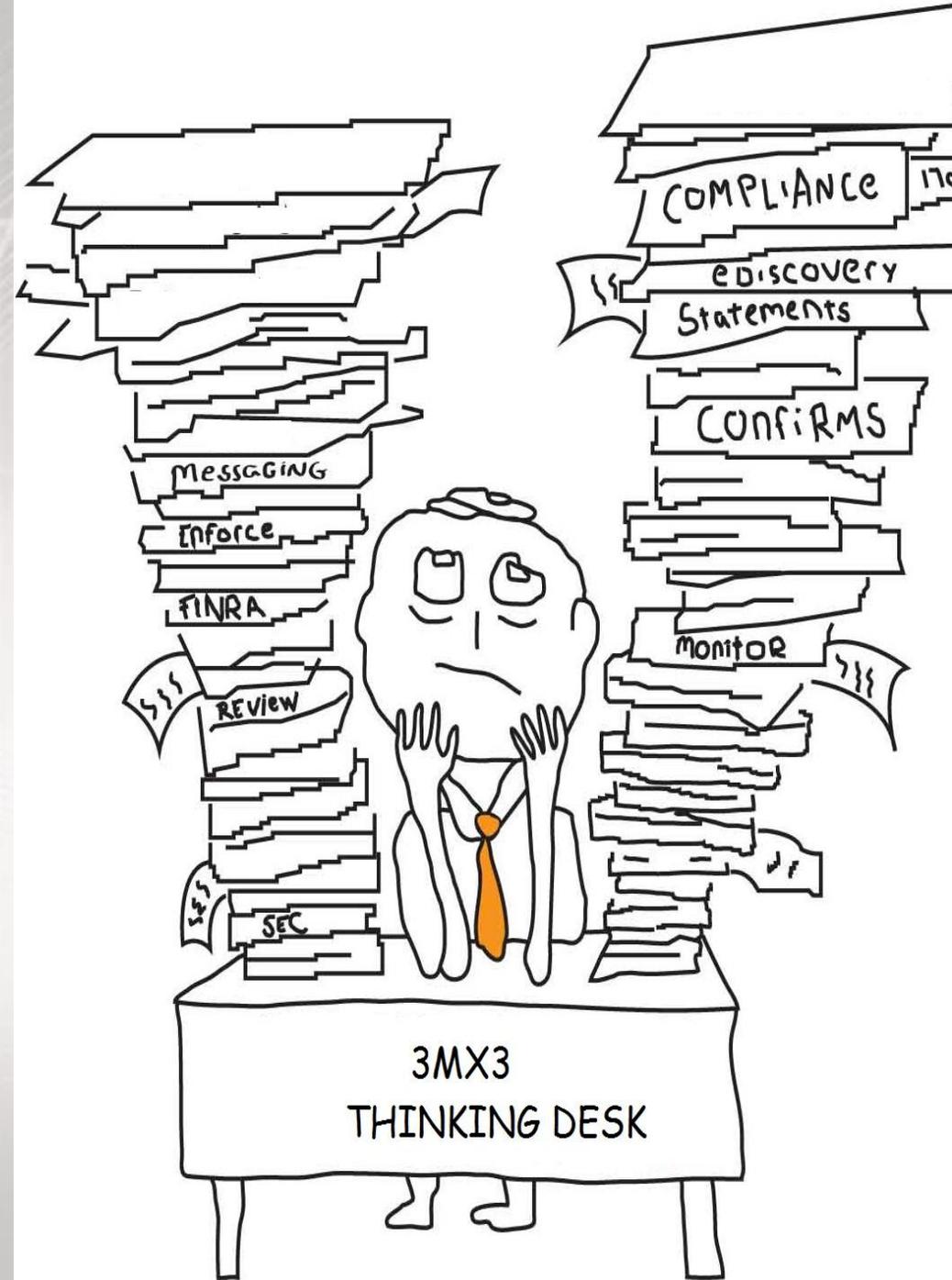
Arfa Amer

Adwity Sharma



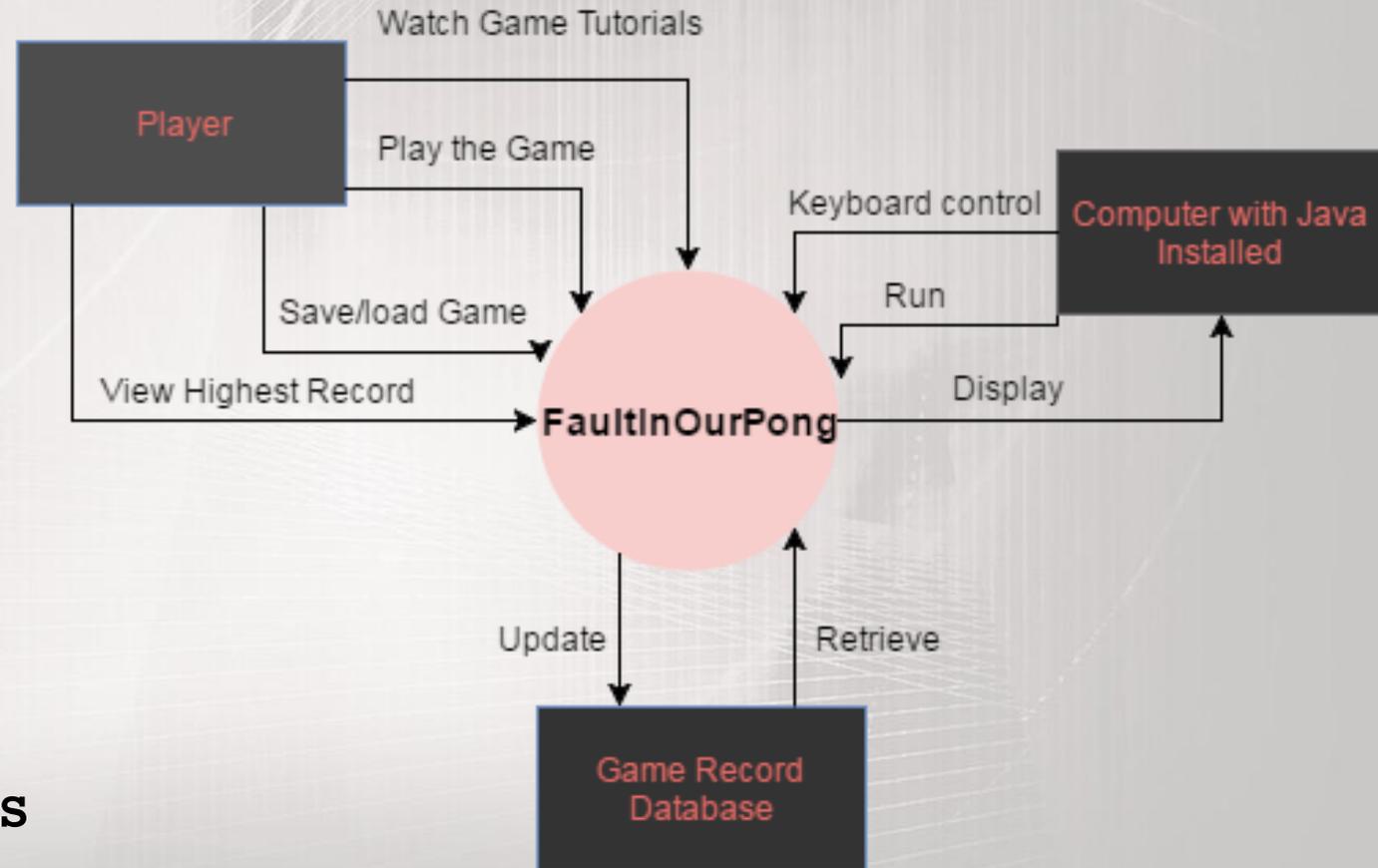
PURPOSE

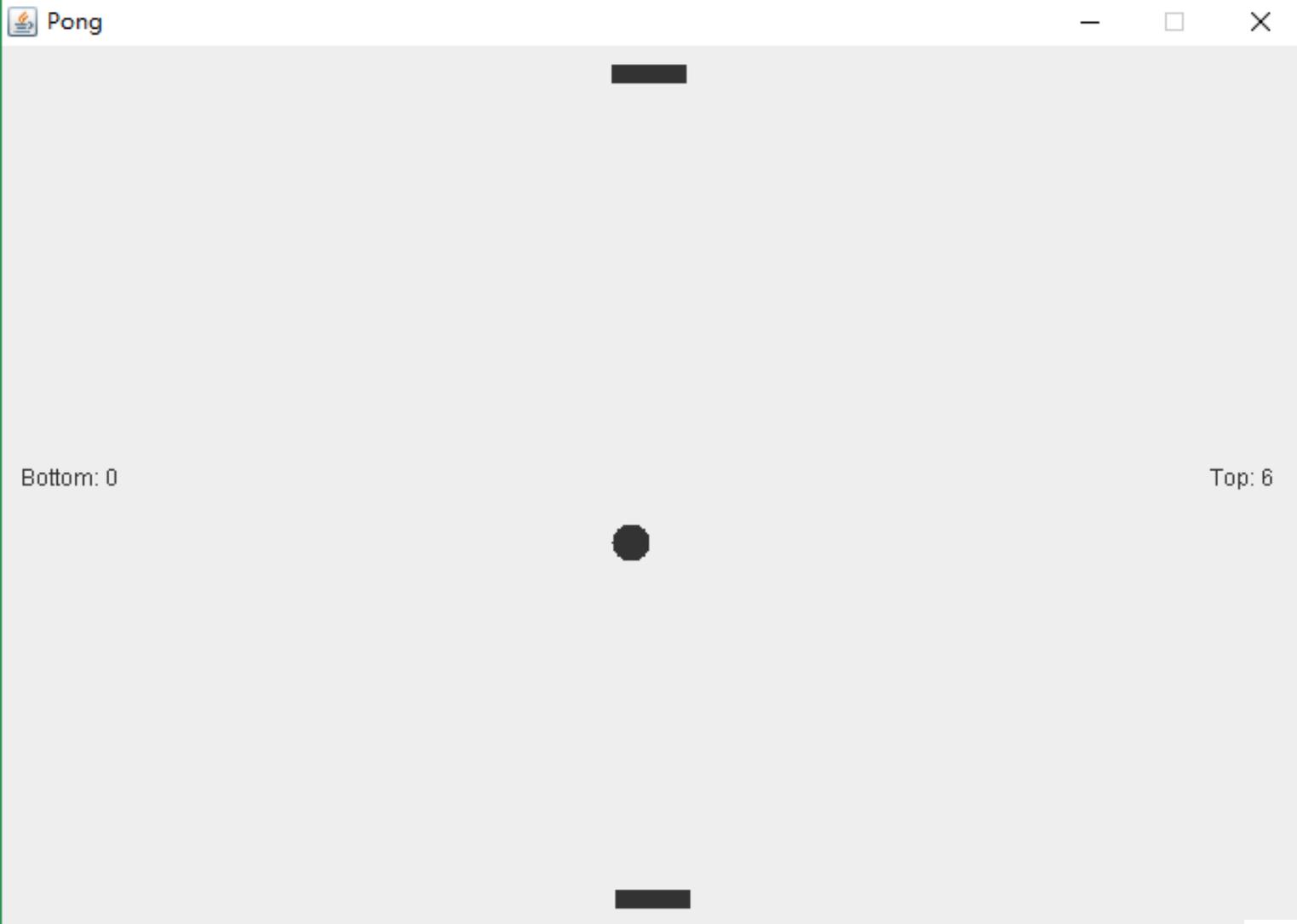
- Increase our skills with documentation
- Develop team work and communication skills
- To make the existing game more fun
- Improve interface design
- Improve skills in testing



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 white tennis racket is positioned diagonally across the frame. The head of the racket is a large, white oval shape. In the center of this head, the words "GAME DEMO" are written in a bold, red, sans-serif font. The racket's handle is wrapped in white tape and is visible at the bottom left. The background is split into two colors: a light green on the top left and a bright blue on the bottom right, separated by a diagonal line.

GAME DEMO

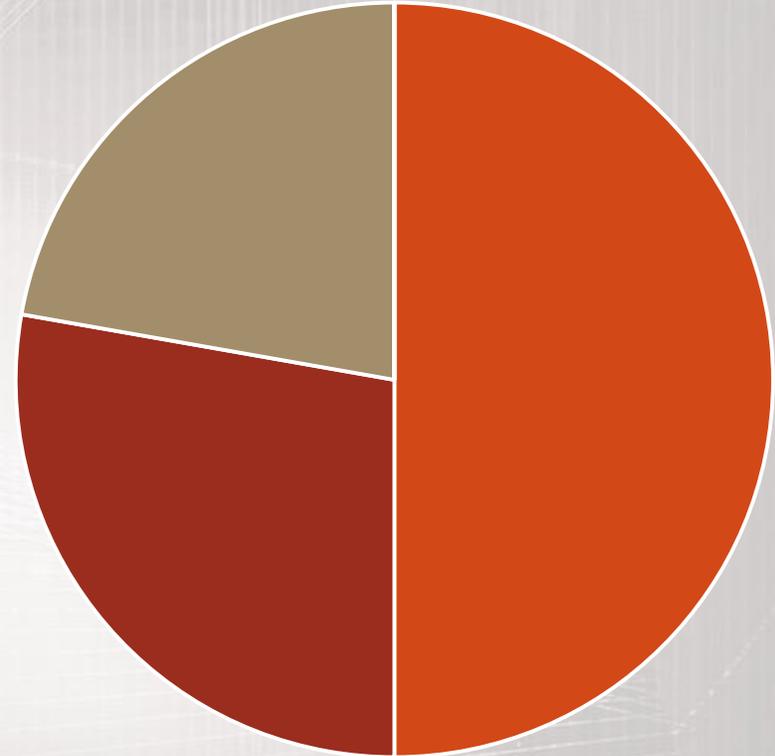
USER REVIEWS / FEEDBACKS

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!