# Project 3 High Concept – Super Pong

The concept for this game is an electronic representation of table tennis or ping-pong. Players will have control of a virtual paddle to deflect a virtual ball back to their opponent. If the ball goes past, the players paddle the opponent scores. If the ball goes past the opponents paddle, they score. The game continues until one player reaches a predetermined score. The player who reaches the predetermined score first is the winner of the game.

# Project 3 Pitch document – Super Pong

The idea of Super Pong is to have something that is easy to learn and play while keeping the complexity to a minimum. Super Pong will have the same basic playability as the original Pong but with updated graphics and added functionality to keep the game fresh for the players. The implementation of said functionality is both user-controlled and game-controlled.

The user-controlled abilities give the player some control over the ball by changing its spin, speed or elasticity. This allows players to make trick shots and use a modicum of strategy. The game-controlled abilities are similar to the player’s abilities except they happen at random times during the game. Not only will they affect the ball but also some will change the paddles. These changes can make the paddles smaller or larger, change the orientation of the paddles and give the paddles auto-control. Auto-control will let the game take over a players paddle for a short time and always hit a return shot.

The primary selling point for Super Pong is that, while being relatively simple and quick to play, the variation of the added features keep it fresh every time users play. The randomness of the game-controlled features combined with the flexibility of the user-controlled features make every game unique. In addition, the state-of-the-art graphics keep the visual aspects of the game interesting.