**Super Pong**

**Concept Document**

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1. **Overview**
   1. **Short Description:** Super Pong is an updated version of the classic game Pong with state-of-the-art graphics and the ability to manipulate the playing field.
   2. **Long Description:** 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 player-controlled features make every game unique. In addition, the state-of-the-art graphics keep the visual aspects of the game interesting. (From the original High Concept document)
   3. **Key Features:** The key features of Super Pong are the graphics and the player- and game-controlled abilities that affect the playing field.
      1. **Player-controlled Abilities:** These abilities will allow the players to affect the spin, speed and rebound elasticity of the ball. The more points they score the more times they can use these abilities.
      2. **Game-controlled Abilities:** The game will also be able to affect game play but at random times during play. Like the players, the game can change the spin, speed and rebound elasticity of the ball. However, it will also make the paddles smaller or larger or change the orientation of the paddles. It will also have auto-control in which the game will take over a players paddle for a while and return every shot for them.
      3. **Graphics:** The game features cutting edge graphics giving the players interesting and varied visuals to keep the game from getting stale.
      4. **Sound:** Along with the standard sound effects of the ball impacting the paddles and walls will be background music.
   4. **Background:** Pong was the first commercial, coin-operated video game I played. Now relegated to the historical category, the idea of a game that is easy to play and fun for all ages has a renewed interest thanks to Nintendo’s Wii. Super Pong melds simpler game play with the most modern visuals and state of the art AI to create a game anyone can play but few can master.
   5. **Audience & Deployment:** The audience for Super Pong is the casual gamer and hard-core gamers looking to take a break from their normal fair. Since games will be relatively quick, Super Pong will fill the role of diversion game. The game will initially deploy on Microsoft Windows systems through the C# programming language and .NET framework. However, due to the portability of .NET, the game can ported to Linux as well. The potential for a web-based version also exists, but this will wait while the viability of an online version of the game is ascertained.
   6. **Story:** This game does not have a story line nor does it have any characters to develop.
   7. **Art Style:** The paddles and ball are rendered with the best 3D graphics available. Users can select a color scheme from a list of available options or let the game randomly choose one for them.
   8. **Music:** Musical options will be available from various genera’s including, but not limited to, pop, alternative, classic rock and hip-hop. Users will also be able to upload music to the game so that they can have custom.
2. **Gameplay**
   1. **Objectives:** The main objective of the game is to score more points than your opponent scores. Different variations of the game will have different winning point targets but base scoring is the same as the game Ping Pong.
      1. **Main Objective:** Each player will have limited ability to change the “physical” properties of the ball in order to make their opponent miss.
      2. **Side Objective:** The game will randomly change the ball and paddles so players will need to adapt to these changes quickly.
   2. **Rules:** The rules for Super Pong will be similar to the game Ping Pong with minor variations.
      1. **Point Scoring:** Points are scored when one player fails to return the ball to their opponent with their paddle. Every missed ball will score one point for the other player.
      2. **Winning:** A player shall be declared the winner if their point total equals the winning point total for the variation of the game being played.
         1. **Standard Game:** Play will continue until one player has amassed twenty-one points.
         2. **Shootout:** Play continues until one player misses the ball a total of (three to five) times.

1. **Credits:**

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