**Super Pong**

***Game Concept Document***

**Overview**

*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.

**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)

**Key Features**

The key features of *Super Pong* are the graphics, audio and the player- and game-controlled abilities that affect the playing field. Game play will feature a combination of player strategy as well as skill. The game also features innovative graphics giving the players interesting and varied visuals to keep the game from getting stale. Along with the standard sound effects of the ball impacting the paddles and walls there will be background music specifically composed for the game. Additionally, players will be able to upload music to the game so that they can customize game play.

**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.

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**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.

**Story**

This game does not have a story line nor does it have any characters to develop.

**Art Style**

The paddles and ball are rendered with the best 3D graphics available. Players can select a color scheme from a list of available options or let the game randomly choose one for them.

**Game play**

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. Each player will have limited ability to change the “physical” properties of the ball in order to make their opponent miss. Additionally, the game will randomly change the ball and paddles so players will need to adapt to these changes quickly.

**Rules**

The rules for Super Pong will be similar to the game Ping Pong with minor variations. Players score points 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. A player shall be declared the winner if their point total equals the winning point total for the variation of the game being played. The initial game will have two variations; for the standard game, play will continue until one player has amassed twenty-one points. The shootout, the game continues until one player misses the ball a total of (three to five) times.