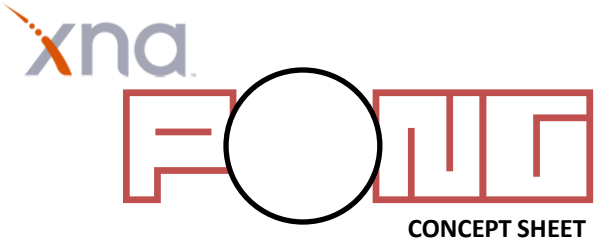


Pong
TITLE

Abraham Morales
STUDIO/DESIGNER(S)

Arcade
GENRE

1.0
VERSION

PC
PLATFORMS

SYNOPSIS

Pong will be a simple clone from Allan Alcorn's original game. It will be a simple two-player game. Each player will control a paddle, Player 1 will control the left paddle and Player 2 the right paddle. The objective of the game is to bounce a ball with the paddle towards the right end of the screen for Player 1 and towards the left end of the screen for Player 2 using the Keyboard.

GAMEPLAY MECHANICS

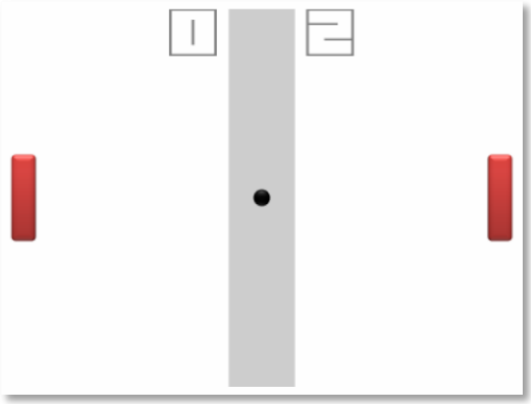
- The ball can only exit the screen from the right or left.
- The ball will bounce in the opposite direction if it hits the screen's top or bottom.
- Player's score will go up by one if the manage to bounce the ball to their opponents end-screen side.
- The players need to press the Space Bar to start the ball's movement when they start a new game from the menu or when the ball exits the screen.
- The players can return to the menu when they press the Esc Key.
- The players choose from the menu by pressing Enter.
- The players' paddles can only move up or down.

CONTROLS

Key/Button	Action Description	Key/Button	Action Description
W	Player 1 Up	Up Arrow	Player 2 Up/Menu Selection
S	Player 1 Down	Down Arrow	Player 2 Down/Menu Selection
Space	Reset Ball	Esc	Return to Menu
Enter	Menu Accept		

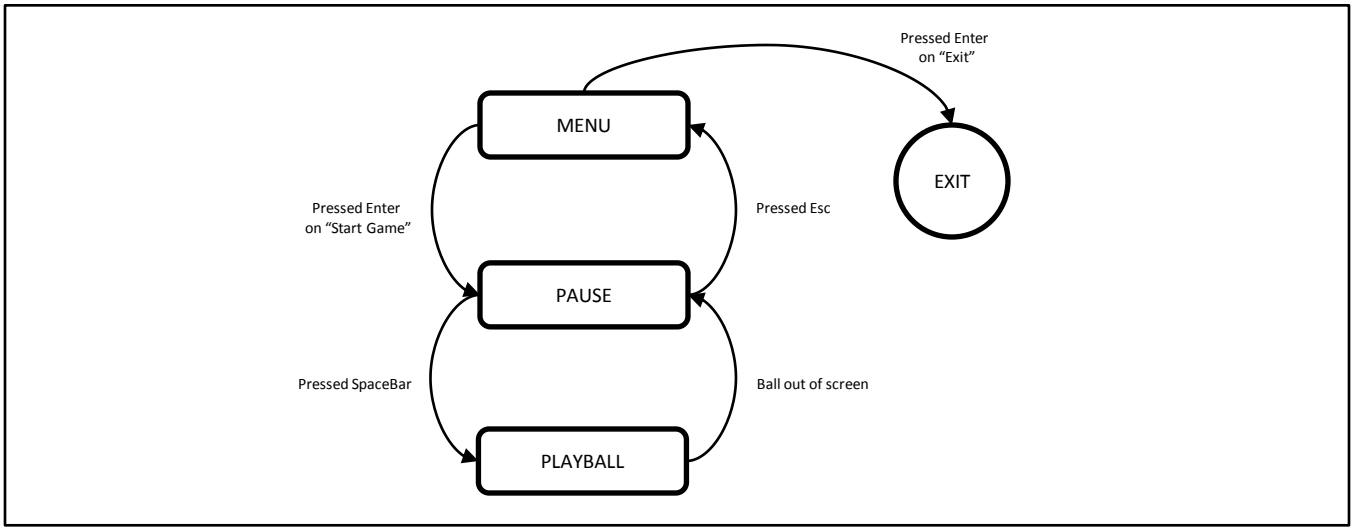
INTERFACES

1 - Menu



2 - Game

GAME STATES



FUTURE FEATURES

- “Player # Won!” Screens.
- Gamepad support.
- Force Feedback (Rumble).
- Singleplayer Mode with Computer AI.
- “Game Over” Screen.
- Leaderboards.
- Achievements.
- Online Multiplayer Mode.
- Time Attack Mode.
- Skins.
- Xbox 360 port.
- Zune port.