About the Game

Pong is one of the earliest arcade video games. The game was originally manufactured by Atari, which released it in 1972. It is a two-dimensional sports game that simulates table tennis. Each player controls an in-game paddle by moving it horizontally across the left or right side of the screen trying to hit the ball back and forth. The goal is for each team to reach three points before the opponent; points are earned when one team fails to return the ball to the other.

In the original game, two players could compete against each other, yet in our design of the game, there’s no limit to how many players are in each team, so technically 20 players could play in a 10 vs. 10 game.

How To Play

Each player controls a racket. The objective is not to let the ball get passed it or else the other team will get a point. In order to move the racket, we used the ‘touch’ possibility of the smartphones, the player just has to slide his finger from left to right or from the right to the left according to the direction in which the player wishes the racket to move. Plus, the player can tap on the screen in order for the racket to ‘jump’.

Data Binding

Collision

Cross Platform Application

In this project, we used React Native, a Cross Platform Application framework that allows to create a mobile application for android & iOS in multiple devices.

We faced 3 main issues when working this kind of app:

https://youtu.be/GdF5qj6S5yQ