

## Final Project Proposal

### Summary

Pong. Slightly evolved.

### Team Members

Charles Hastings (cmh2182)

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TBD (if necessary)

### Details

We propose a networked multiplayer version of 1970s classic Atari video game Pong. Players sit at two separate stations, each consisting of a DE2 board, VGA monitor, and keyboard. The stations connect to each other, a master is chosen, and the game begins. "Exciting and fast-paced action"™ ensues.

You may have heard of Pong. It is an entertaining game that involves two players, each with a paddle which hits a ball back and forth around the screen. A player wins a point when s/he manages to put the ball beyond the opponent's paddle.

The game keeps track of the position of the paddles and the game ball. Players move their paddles using keys on a PS/2 keyboard. If a ball hits a paddle, it bounces back to the other side of the screen at an angle equal to that at which it hit. The game continues until one player has scored 10 points. As time progresses ball velocity increases to make the game more challenging.