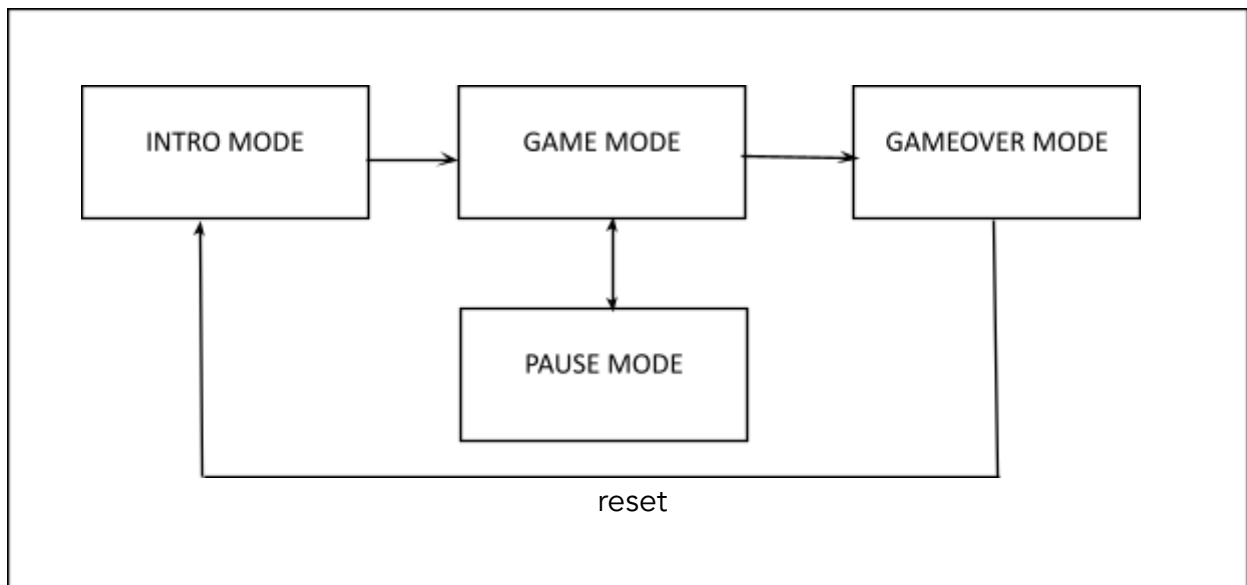


Pong Project Criteria

General Criteria:

- Mode Framework should consist of intro, game, pause, and gameover modes.
- Include sound effects throughout for bouncing, scoring, intro music, and winning the game. You can use my sounds if you like (posted in teams)
- All buttons should be tactile.
- Put some effort into the design of your project to make it more than the bare-bones basic circles and text. This might include choosing colors, fonts, and other animation effects to improve the various screens.

The Mode Framework



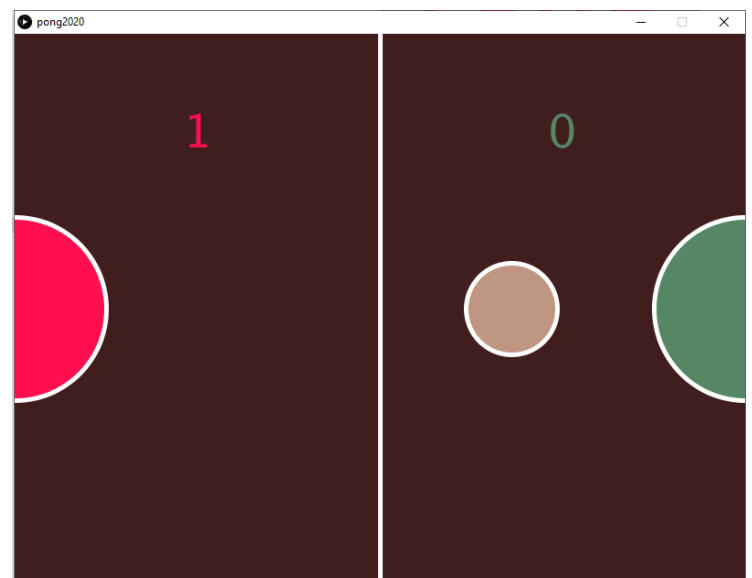
Intro Mode:

- Display some intro text and play some intro music
- Show two buttons that select between a 1-player game vs a computer opponent and a 2-player game that pits two humans against each other.



Game Mode:

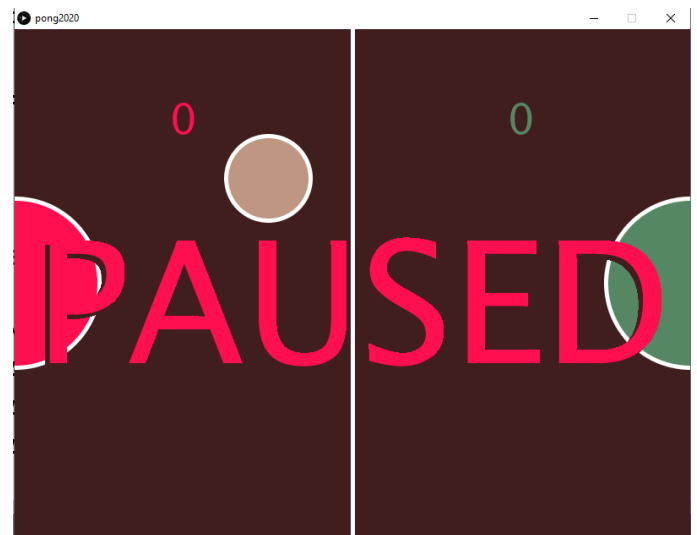
- Paddles and balls should be drawn as circles.
- The left paddles should be controlled by pressing keys on the keyboard using the `keyPressed()` and `keyReleased()` function in conjunction with boolean variables.
- In the one player version, the right paddle is controlled by if statements ("AI") but in the two player version, the right paddle is controlled by the keyboard just like the left paddle.
- Ball should move on the screen, bouncing off the top and bottom walls. It starts the game moving along a line with a random slope.
- Clicking on the screen switches to Pause mode.
- The ball collides with paddles using the math we work on in class. It bounces off in an intuitive direction using the math we figured out together.
- Players score points when the ball goes off the opposite edge of the screen.



- After a point is scored, the ball resets to the center and waits a moment (such as 100 frames) before moving again.
- The game always displays the two scores on the screen.
- When one player gets 3 points, the game switches to GameOver mode.
- The “AI” controlled paddle should be beatable but challenging.

Pause Mode:

- Clicking on the screen resumes the game



GameOver Mode:

- Display a message indicating which side won
- Clicking on the screen should set mode to Intro and reset the score, paddle positions, and ball position and velocity.

