

Herný dizajn, teoria

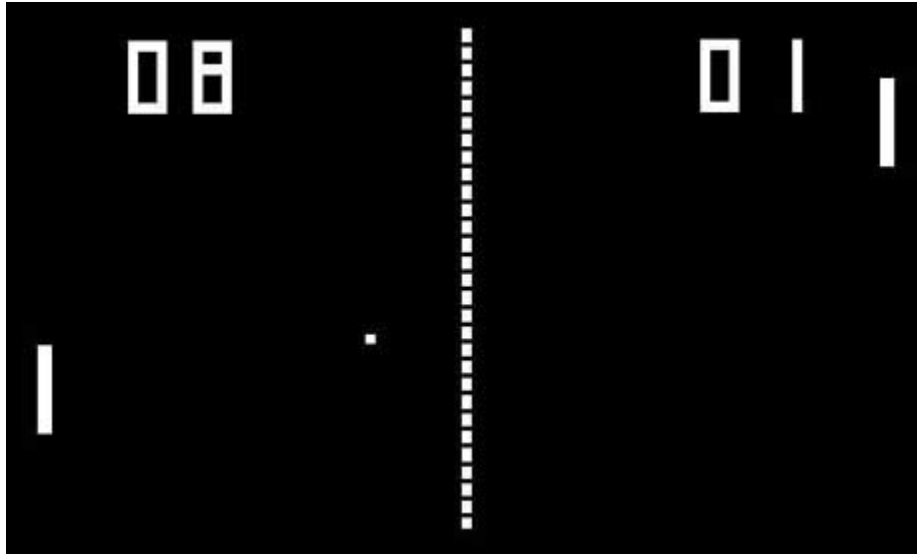
Spätné GDD

Pong (1972)

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Pong (1972)



Genre: arcade sports simulation

Platform: Originally arcade, later adapted for home consoles and computers (Atari 2600, Magnavox Odyssey...)

Suitable for (Age): all ages

Game engine: Simple 2D graphics and basic physics simulations

Gameplay length: Short matches, based on player skill

Number of players: Two-player game

Control system: Rotary control knob or joystick for paddle movement

Developed by: Atari co-founder Nolan Bushnell and his team

Gameplay

- classic table tennis (ping-pong) simulation game where players control paddles to hit a ball back and forth.

Objective:

Score points by hitting a ball back and forth with paddles.

Controls:

Use a rotary control knob or joystick to move paddles up and down.

Scoring:

Points are scored when the opponent fails to hit the ball.

Winning:

First player to reach a set number of points wins.

Dynamic Difficulty:

Speed of the ball increases as the game progresses.

Two-Player Interaction:

Compete against another player in a head-to-head match.

Quick Matches:

Short gameplay sessions suitable for casual or competitive play.

Accessible:

Simple mechanics make it easy for players of all skill levels.

Pong Game Mechanics

Paddle Movement:

Players control paddles using a rotary knob or joystick, moving them vertically.

Ball Dynamics:

Ball moves between players, bouncing off paddles and walls with predictable physics.

Scoring System:

Points awarded when one player fails to return the ball.

Game Speed:

Dynamic speed increase over time adds challenge and intensity.

Victory Conditions:

First player to reach a predefined score wins the match.

Multiplayer Interaction:

Two-player competitive gameplay, fostering direct player interaction.

Responsive Controls:

Immediate response to player input for precise paddle movement.

Game Progression:

Continuous gameplay with no levels, maintaining a straightforward and engaging experience.

Graphics

Simplicity:

Minimalistic design and easy-to-understand mechanics contribute to accessibility and quick learning.