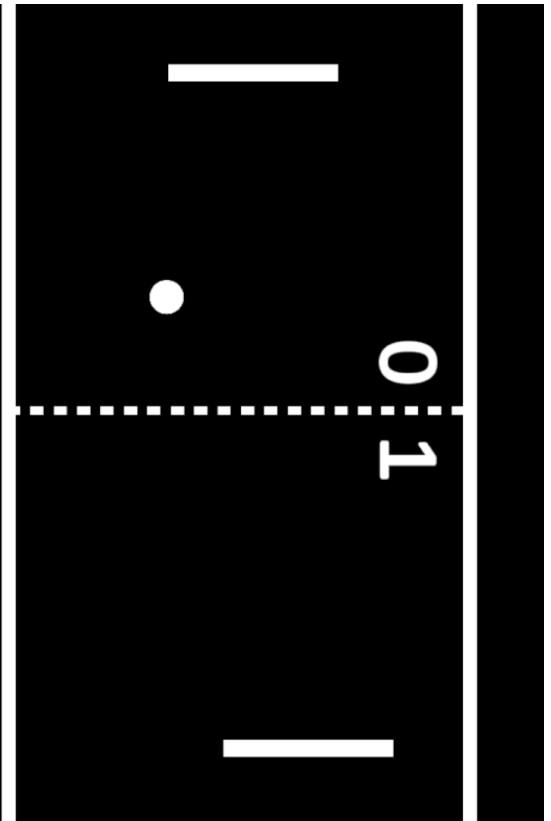


PONG

COMPLETE PROJECT



About

OVERVIEW

Pong is a classic complete project ready to deploy for mobile or pc, it features many modes and supports both portrait and landscape forms. You play against AI, your objective is to score goals and defend your goal in the same time from the bouncy ball

4 MODES INCLUDED

Change modes easily from the mainmenu, play in a 1v1 or challenge yourself in the endless mode, or even create your own modes easily from the inspector window

LANDSCAPE OR PORTRAIT

Doesn't matter what devices you target, they are all supported, with a check of a switch you change the whole game layout from landscape to portrait or vice versa

STATS SCREEN

See how much you have scored goals, won matches, lost matches, etc. in one screen, with the ability to expand upon it and add as many stats as you want

SUPPORTED INPUT

Choose how you want the player to interact with the game, 3 input types are supported (Keyboard, Mouse, or Touch)

READY TO DEPLOY

This is a complete project which is game-ready, all you have to do is to change the package name, and you are ready!

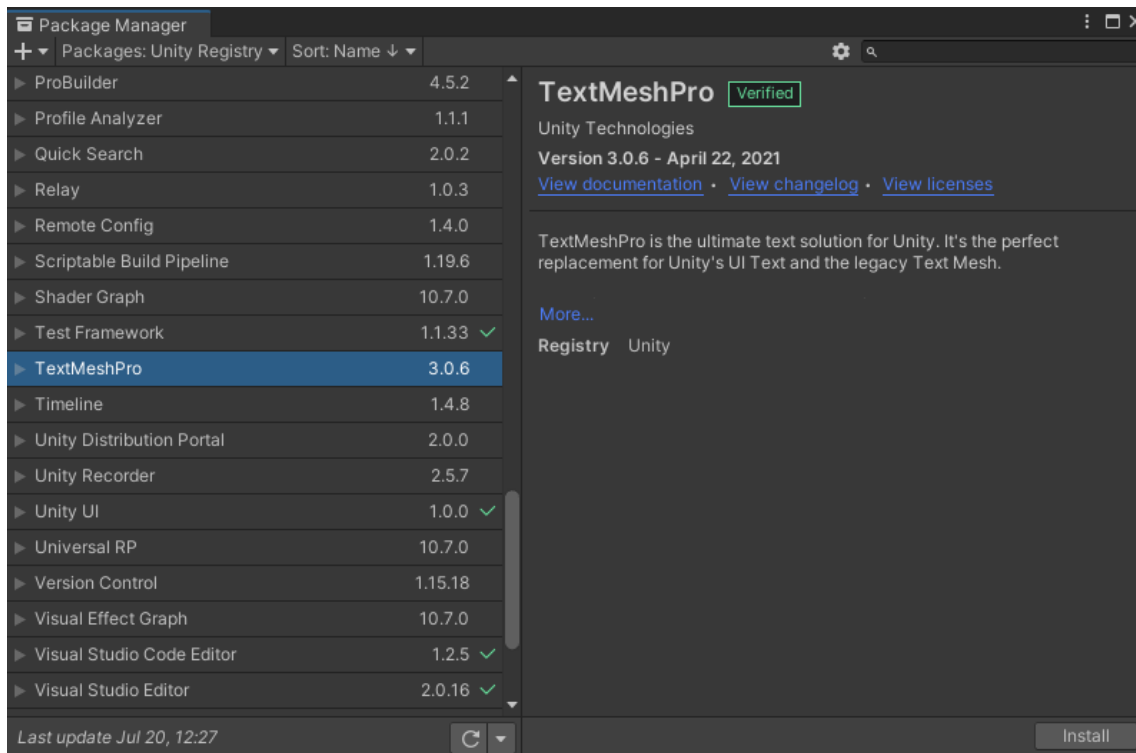
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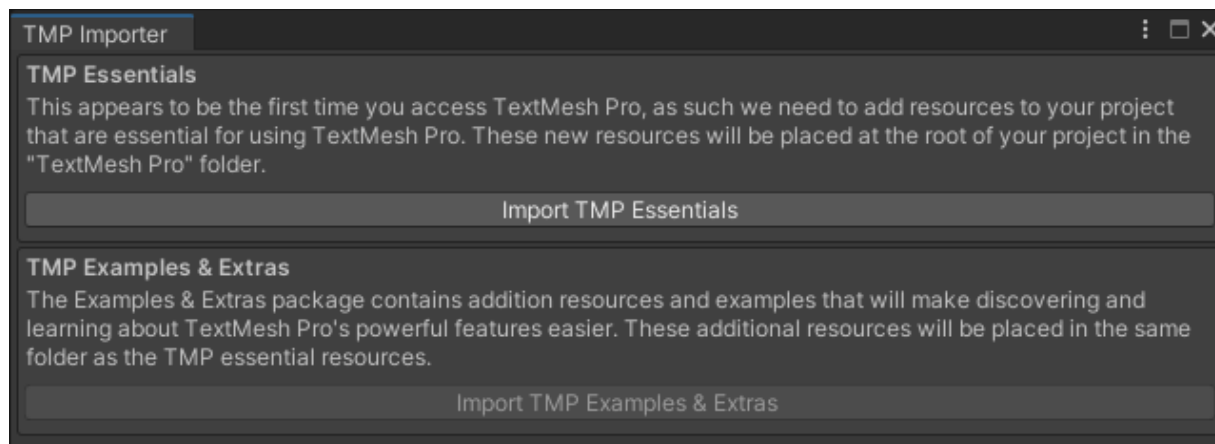
Setup Guide:

Installing Dependencies

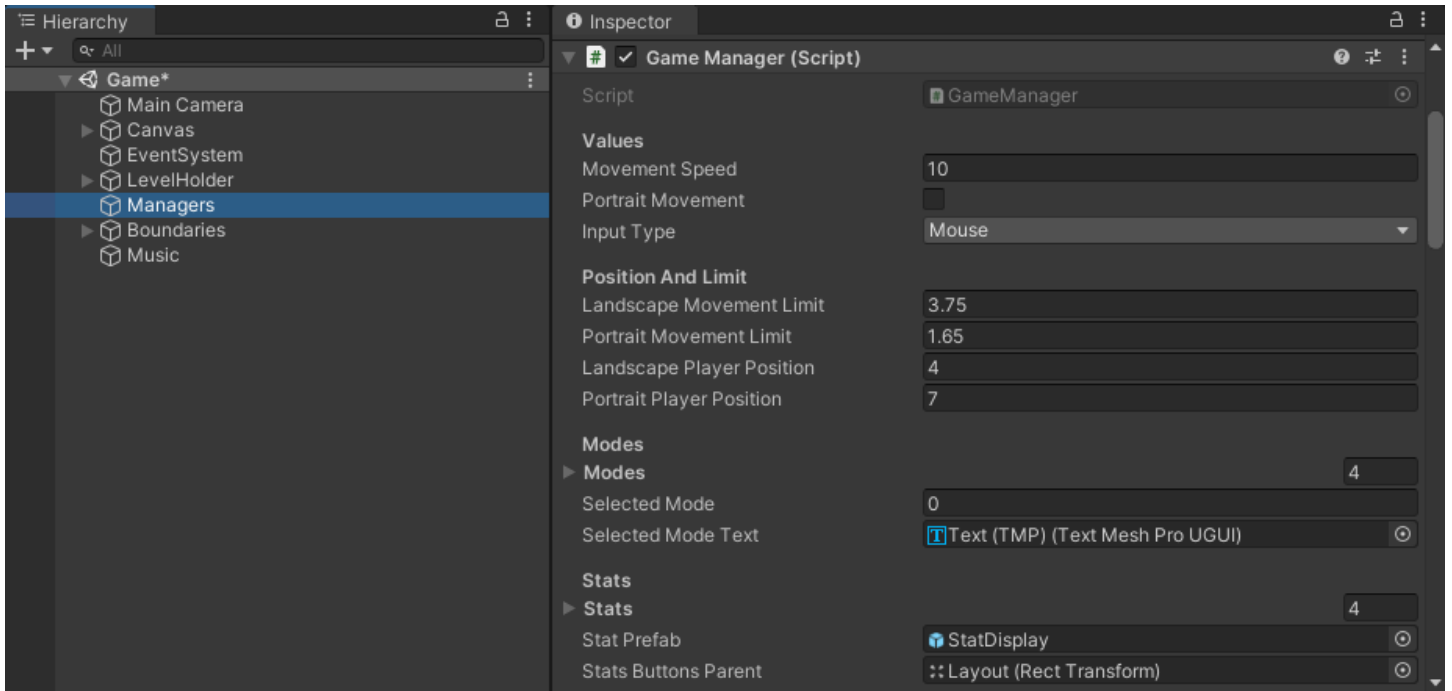
- Import the Pong: Complete Project package
- Install TextMeshPro (if not installed)



- Import TMP Essentials



Customizing the Game Manager



Changing Movement Speed (Keyboard Input)

The higher the faster the player moves

Portrait Movement

Enable for portrait-based devices (I.e mobile), or disable for landscape devices. It changes the layout of the game when it first starts

Input Type

Control how the game will handle input from the user, which includes:

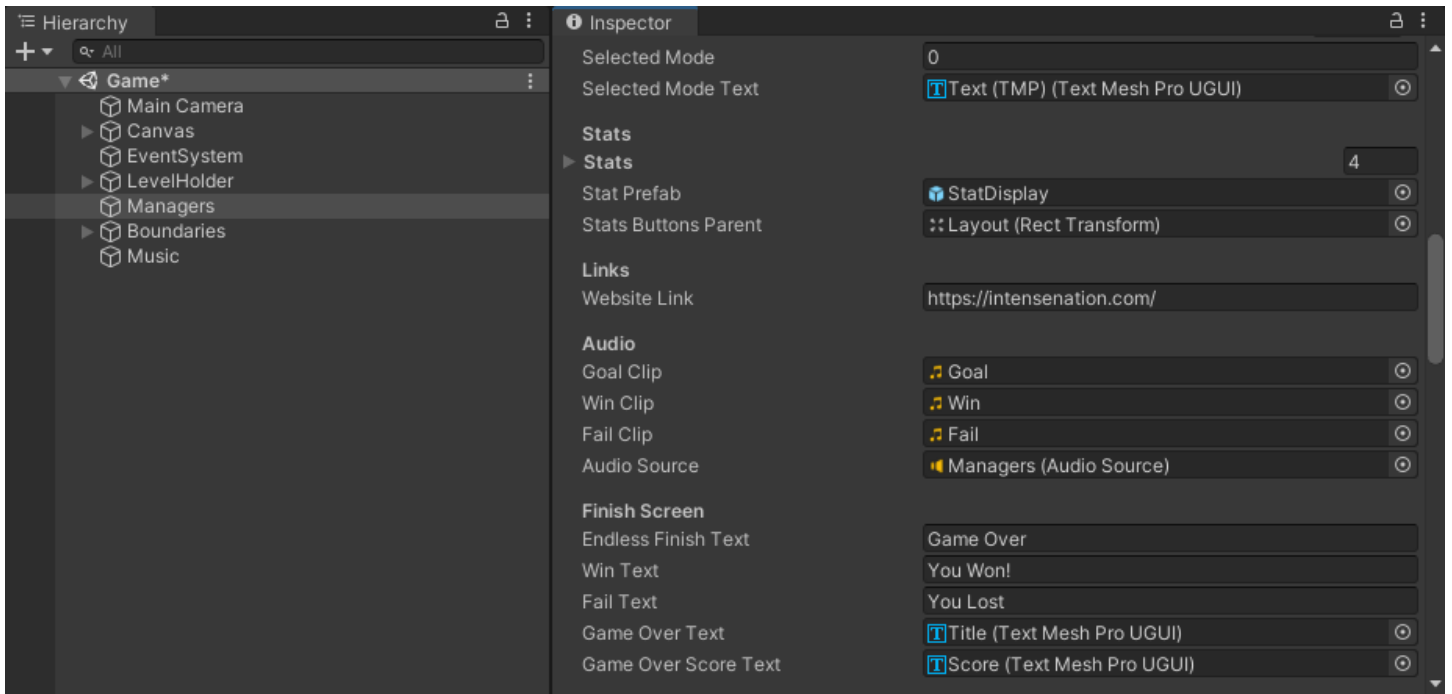
Keyboard: uses the Horizontal input (a,d or ← → be default)

Mouse: follows the mouse position, can work for touch screens as well

Touch: only works on touch screens

Position And Limit

Limits the position allowed to move vertically or horizontally

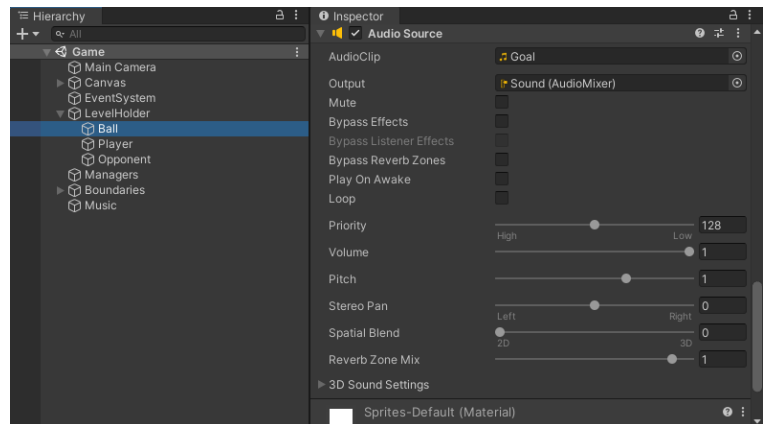


Stats

Add or remove any of the stats, should be updated from code by calling this function in the GameManager → UpdateStat(**string** id, **int** value) and pass the unique id you assigned in the inspector window, then type the value which should be increased

Changing Audio Clips

All the audio clips can be changed from here except the ball hit audio clip which can be changed from the Audio Source in: LevelHolder → Ball → Audio Source

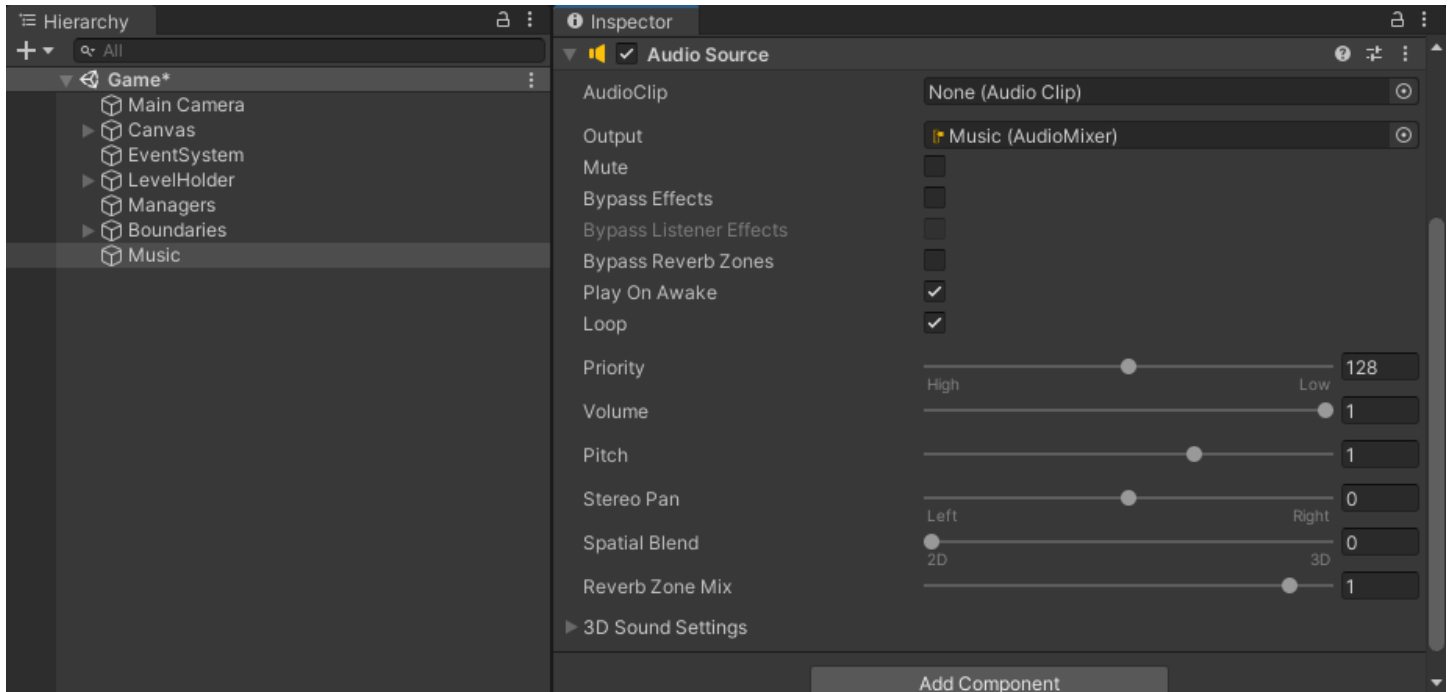


Finish Screen

In this section you can change the text that will be shown when the game is over

Adding Music

- Add a clip to the AudioClip in Music gameobject, if you don't then nothing will happen



Included Scene

The Main Scene

- The “Game” scene includes a game-ready level which is properly set up for you, just open this scene and then customize at as you would like, be sure to enable/disable the Portrait Movement checkbox to suit your target platform.

IntenseNation → Pong → Scene → Game

- Select and open the Game scene
- Press play to showcase the game in action

Notes

- For more detailed documentation of how the code works you can check out each script included in the asset
- To open the main scene. Go to IntenseNation → pong → Scene → Game

Need More Support?

Join the community

Reddit: <https://www.reddit.com/r/IntenseNation>

Discord: <https://discord.gg/Hw2QfGM>

Follow on Social Media

Twitter: <https://twitter.com/IntenseNation>

Tumblr: <https://www.tumblr.com/blog/intensenationstudio>

Mastodon: <https://mastodon.gamedev.place/@intensation>

LinkedIn: <https://www.linkedin.com/company/intensation>