



Multiplayer Game: Spacecat

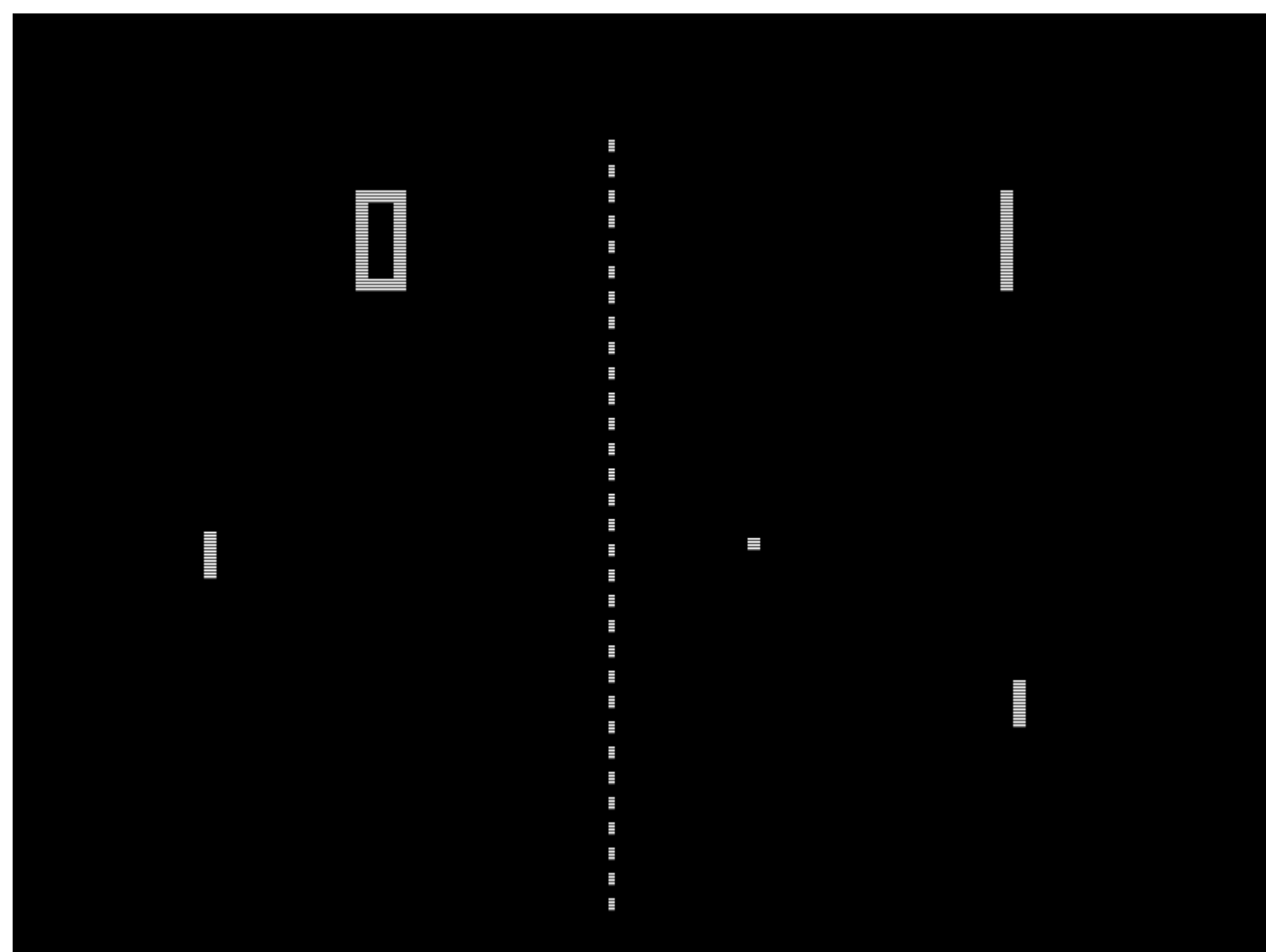
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The Game

We developed a multiplayer game based on the game “Pong” which was released by Atari in 1972. It’s a two-person game in which the players try to hit a ball with their paddles behind the paddle of the opponent player.



The game Pong in its 1972-released version image in public domain

Material & Methods

For this project we used the following materials:

- Unity (2018.4.8f1), as programming environment
- Krita, for designing our sprites and images used throughout the game
- Git as Version Control System, in order to collaborate together
- Atom / VisualStudio for editing our C#-Scripts for the game

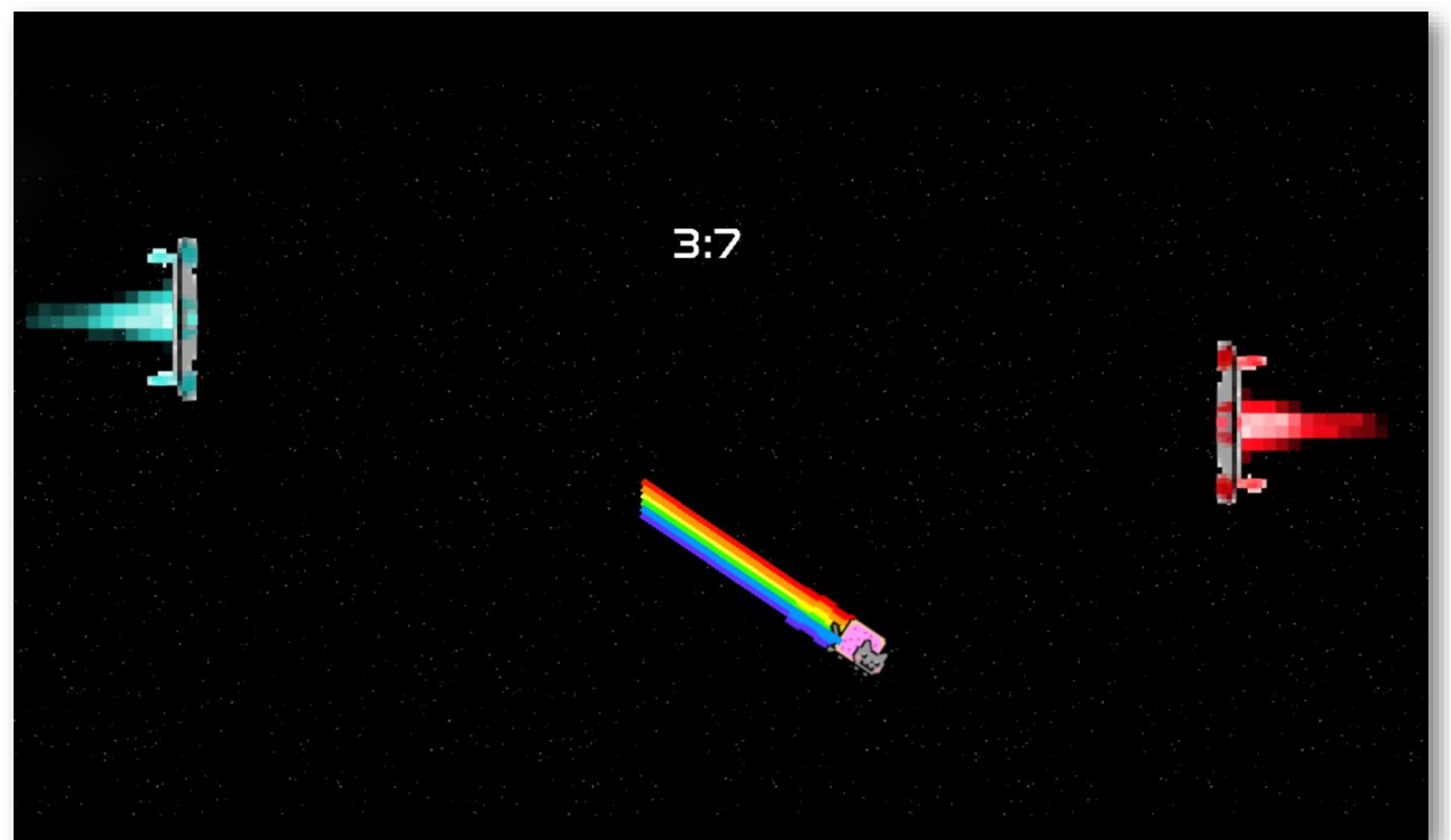
Extensions

After a short amount of time we had a base version like the one of the original Pong game and a considerable amount of time left. Therefore, we decided to add powerups as well as an animated cat as ball.



Three of our powerups – play the game to find out what they do!

Results



Screenshot of one of our development builds

With success we have created a multiplatform-compatible Pong-derivated game, with many extra features, thrilling extensions and special effects.

Discussion

We have several ideas to further improve and make use of our work. For example, it would be possible to build an Android-Version of our created game and publish it to Google Play Store. When setting up a server, we could even allow remote multiplayer games so people from all over the world would be able to play our game together. As an additional feature, we would have the possibility to add In-App-Purchases, for example to unlock special modes, powerups and skins or simply to turn off advertisement.

Play it!

Feel free to play a round against your friends, or against us, the programmers (we know all hidden features)

It’s planned to build and release a multiplayer version soon, for computer as well as mobile-devices. Feel free to check back for them at any time at

<https://spacecat.dario.icu>