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Classic Game Design: From Pong to Pacman with Unity Paperback - June 25, 2013 by Franz Lanzinger (Author)

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Pong is a table tennis-themed arcade video game featuring simple two-dimensional graphics, manufactured by Atari and originally released in 1972. It was one of the earliest arcade video games and created by Allan Alcorn as a training exercise assigned to him by Atari co-founder Nolan Bushnell. Bushnell based the game's concept on an electronic ping-pong game included in the Magnavox Odyssey ...

Pong - Wikipedia

About Pong. Pong is one of the first computer games that ever

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created, this simple "tennis like" game features two paddles and a ball, the goal is to defeat your opponent by being the first one to gain 10 points, a player gets a point once the opponent misses a ball.

Pong Game

Classic Game Design: From Pong to Pac-Man With Unity, Second Edition Posted on July 29th, 2019 by Cary Woodham Earlier this year when I went to PAX South, one of the booths I set up a meeting with was Mercury Learning Books.

Classic Game Design: From Pong to Pac-Man With Unity

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Classic Game Design takes the reader step by step (using modern, free software tools such as Unity) through the creation of five games in the classic style, inspired by retro favorites like: Pong, Breakout, Space Invaders, Scramble, and Pac-Man.

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Unlike your classic game, Deer Pong is a bit more high-tech. This one features a fellow by the name of "Bucky the Stag" whose antlers are adorned with cups . Each team gets a side and tries to ...

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Chapter 3 is a look at the history of Pong including some very strange explanations of ping-pong - the type with the real ball

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and the real bats. Anyway this is a fun interlude and you can always skip it if it isn't of interest. The next chapter gets started on implementing a paddle game.

Classic Game Design, 2nd Ed - I Programmer

"Collision detection, extra lives, power ups, and countless other essential design elements were invented by the mostly anonymous designers at the early pioneering companies that produced these great games. Classic Game Design takes the reader step by step (using modern, free software tools such as Unity) through the creation of five games in the classic style, inspired by retro favorites like: Pong, Breakout, Space Invaders, Scramble, and Pac-Man. All the source code, art, and sound sources ...

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