

### **3D Multiplayer Pong**

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Our project idea is inspired by simple 2-D pong. Our goal is to create a 3-dimensional 2-player pong game along with two options for gameplay; single player mode with AI that allows the computer to play against a human, and two player mode, wherein a monitor is allotted for each player. For the single-player mode, we anticipate utilizing a simple AI to calculate the position of the computer's paddle with accuracy based on selected skill level. For two players, we will utilize two monitors, set up in such a way where each player can see the movement of his or her own paddle as well as his or her opponent's paddle. We also anticipate utilizing either the camera or gyroscopic sensors and an accelerometer to control the movement of the paddle.