

Pong Pong Revolution

by Dan Lopuch and Zachary Remscrim

Department of Electrical Engineering

Massachusetts Institute of Technology
Cambridge, MA 02139

Abstract

Pong is the video game that virtually created the genre almost 35 years ago. In this project, we plan to reinvigorate the classic by adding a human motion based controller. A video camera will film a player running back and forth in front of a wall, and through image processing, these movements will control the position of the player's paddle. A simple AI will control the computer's paddle, and a text overlay will display inspirational messages such as "Good Job!" or "Perfect!" based on a player's performance. Additional features, such as the ability to pick up powerups that slow down the Pong ball or increase the player's paddle length, will enhance the enjoyment of this classic game.