

Forum:[Hack Forums](#)

Thread: [Pong in Batch script - Full features](#)

?CARUs L?VE?™ - August 9, 2026, 3:57 pm

<https://github.com/lcarusLivesHF/Batch-Pong>

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I've been working on this for a while, and at this point it's gotten a little ridiculous for a .bat file.

Features

Code Gameplay

- 400 × 100 character playfield

- First to X mode

- Timed mode

- 1 player vs CPU

- 2 player local multiplayer

- CPU can be replaced with a second human player

- CPU difficulty slider

- CPU difficulty affects lookahead, reaction time, paddle speed, miss chance, and aim error

- CPU rubber-banding based on the score difference

- Two-point lead required to win in First to X

- Deuce cap so matches can't go on forever

- Configurable timed matches

- Longest rally tracking

- Rally counter displayed during matches

- Rally record displayed on the end screen

- Best scores saved separately by difficulty and time limit

Ball physics

- Fixed-point integer physics

- Four decimal places of sub-cell precision

- Ball speed is independent of frame rate

- Paddle position affects return angle

- Paddle movement affects the return through spin

- Edge hits produce additional boost

- Spin and edge boost decay over time

- Rally length permanently increases the minimum ball speed

- Swept collision detection so fast balls don't just phase through paddles

- Integer sine/cosine table for angle calculations

- Ball trajectory is constrained so it can't become perfectly vertical

Visual stuff

- ANSI/VT rendering

- Ball trail

- Seven-cell fading trail

- Particle effects

- Dynamic score/HUD

- Animated menu

- Studio intro/logo

- Intro can be disabled
- Attract/demo mode after sitting in the menu
- Credits screen
- Statistics screen
- Mouse-driven UI
- Sliders and toggle controls
- Console automatically configures itself for the game

Audio

- Background music
- Multiple music tracks
- Next-track control
- Music pause/resume
- Separate music and SFX volume
- Music mute toggle
- Sound effects for gameplay/UI
- SFX volume can be changed live
- Preloaded sound effects to avoid spawning a process every time something happens
- Audio runs separately from the main game loop

Controls

- W/S or arrow keys for movement
- Separate controls for both players
- Mouse support in the menus
- Toggle ball trail during a match
- Skip music tracks during a match
- Pause/resume
- Configurable music volume while playing

Progression / stats

- 29 achievements
- Achievement progress saved
- Achievement state stored as a bitmask
- Persistent statistics
- Best scores
- Longest rally records
- Records separated by difficulty/mode where appropriate
- Achievement/reward-style tracking for different things you do in matches

Other stuff

- Settings are saved between runs
- Nothing is installed
- Nothing runs at startup
- No internet connection required
- Runs entirely through Windows cmd.exe
- Forces the game into a properly configured console window
- Uses separate processes for input and audio
- Cleanup of temporary files/processes when the game exits

The entire game is written in Windows Batch.

No external game engines were used.

Overall, it runs great, and I am very happy with it. Enjoy!

Froggerini - *August 9, 2026, 4:42 pm*

Lmfao that's awesome man!! I really like stuff like this, props

?CARUs L?VE?™ - *August 9, 2026, 4:48 pm*

(Aug 9, 2026 04:42 PM)Froggerini Wrote: [\[CITE\]](#) Lmfao that's awesome man!! I really like stuff like this, props

Thank you very much for your attention and appreciation!

Anonymuk - *September 8, 2026, 7:00 pm*

I absolutely LOVE this lol. Original and pimp af

Anonymuk - *September 24, 2026, 9:38 am*

You putting this out is awesome. Been seeing some nice stuff in batch lately.