Pong in Unity

Quick Launch
- Download the Pong.zip contents, open the "Pong Game" folder inside.
- Double click the pong.exe file to run it.
- Use the 'w' and 's' to move the left paddle up and down and the up and down buttons to move the right paddle up and down.
- A game goes to 10 points, announces the winner, and restarts if you hit the "Restart" button.
- A help menu can be opened at any point by hitting space.
- The game can be exited at any point by hitting escape.

Compiling the Code
A new build is required if you want to update the code. If you do not have Unity installed, see instructions below.
Note: I used Unity 2022.3.42f1.
1. Download the Pong.zip file from Canvas.
2. Extract the zip contents into a new folder. To code, use the contents of the "Pong Project" folder.
3. Open Unity
   a. Ensure that you can start your own project
4. Open the file by clicking Add -> Add project from disk, and select the folder you just downloaded ("Pong Project"). This should open the Unity editor for the game.
5. Make any desired changes.
6. In the top left corner select file -> Build & Run.
7. Unity will create one pong application file that you can click to run. Unity will also create several other files that have to be in the same directory as the pong application file for it to run.

Installing Unity
1. From Unity's page https://unity.com/download, click "Download".
2. A "UnityHubSetUp.exe" file should be in your "Downloads" folder. Double click the file to open the installer.
3. Follow along with all the prompts to install Unity. It will take some time to download.
4. If Unity does not download the Editor automatically, follow the prompts to download it as well.