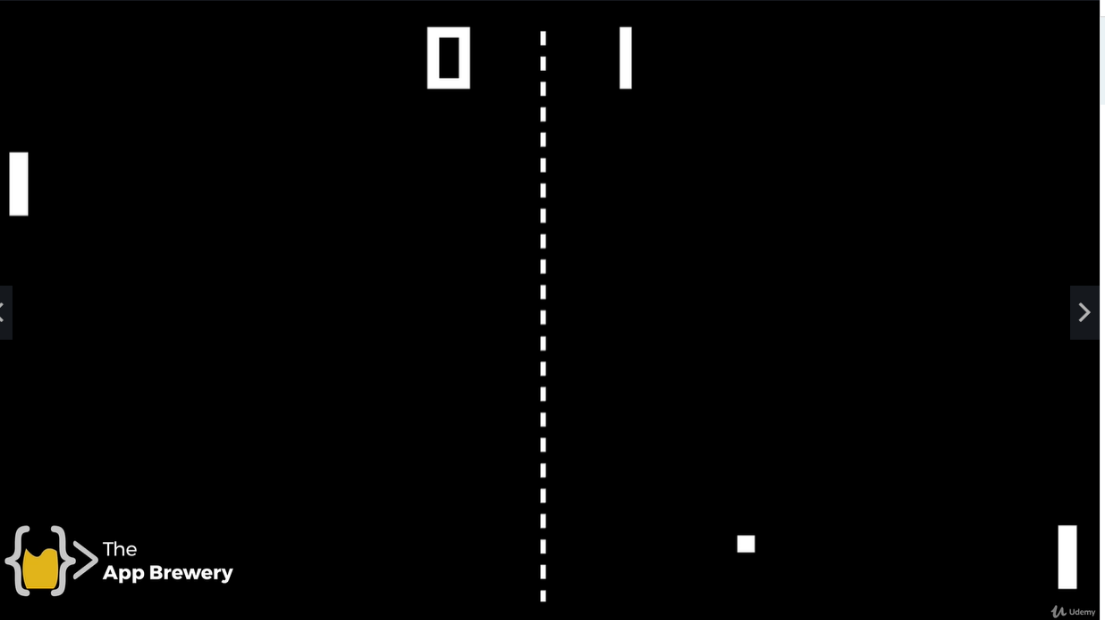
Python bootcamp day 22 build pong game

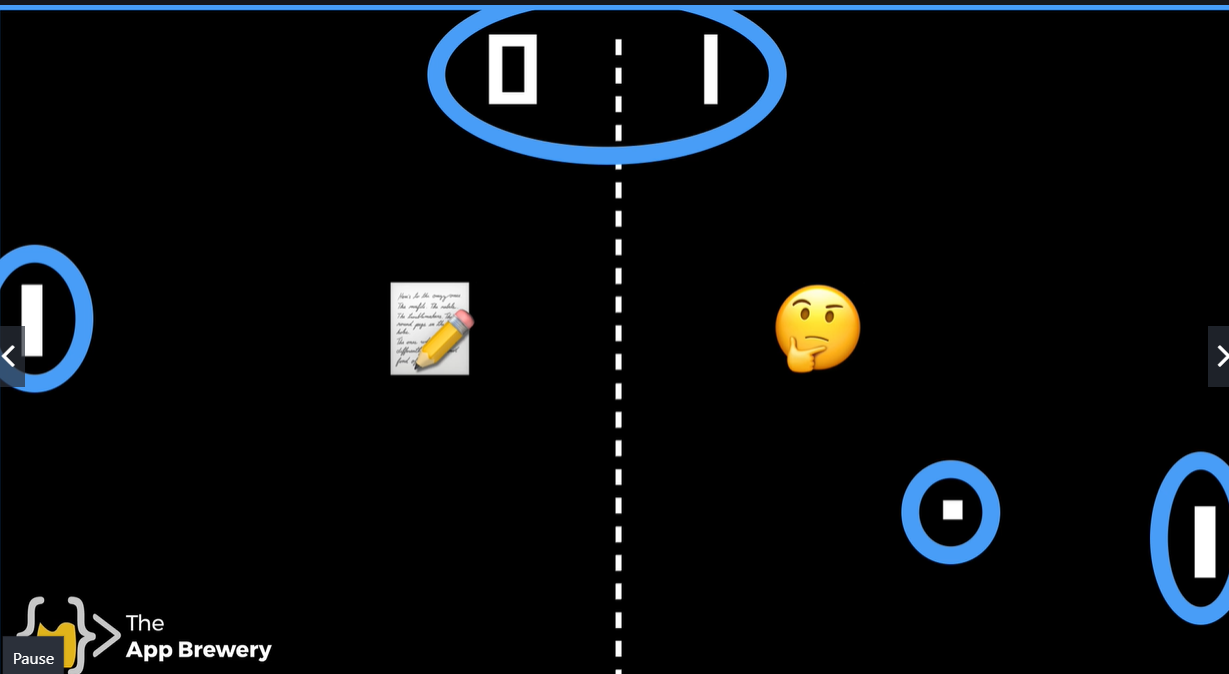
<https://www.udemy.com/course/100-days-of-code/learn/lecture/20414753#overview>

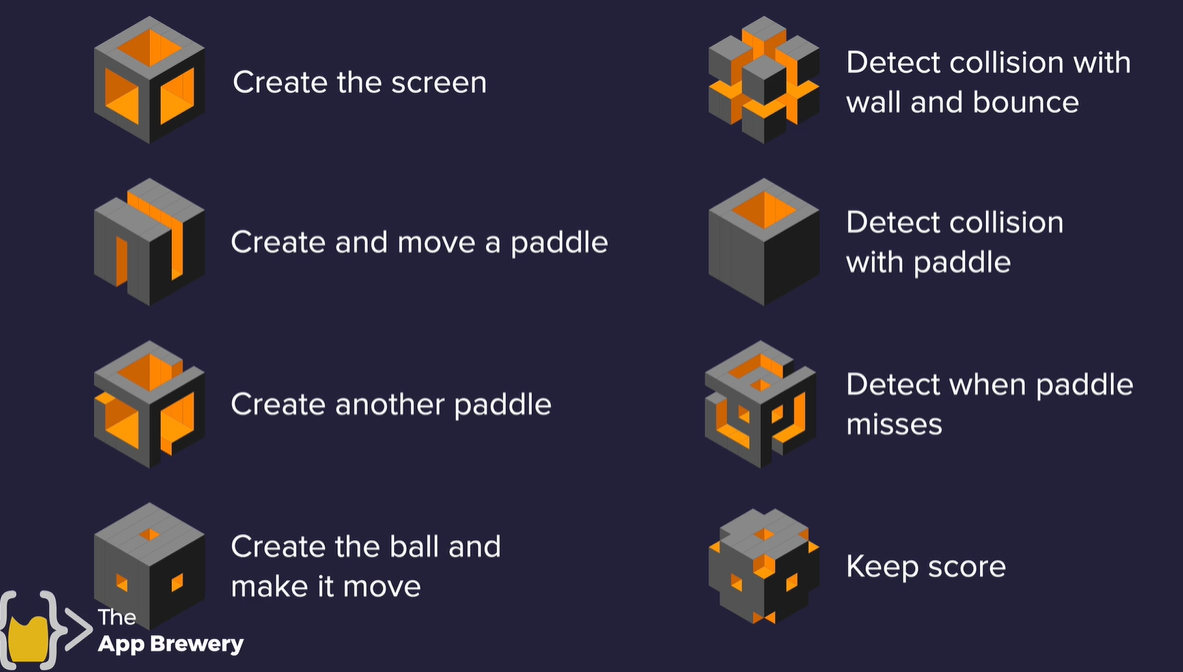




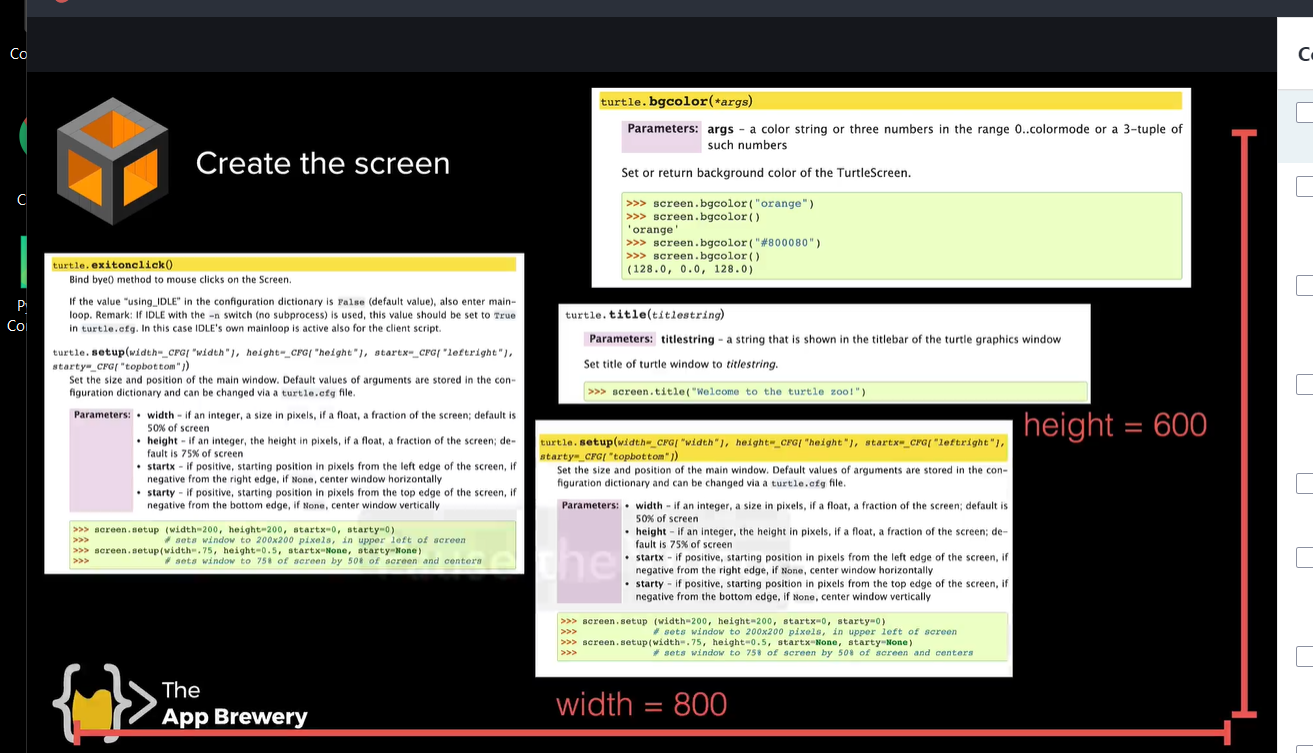


What aspects can go into their own file or class



Main, ball , paddle, scoreboard 

Create screen



#imports

from turtle import Screen

#

import time

# Create the screen

screen = Screen()

screen.setup(*width*=800, *height*=600)

screen.bgcolor("black")

screen.title("Pong")

screen.tracer(0)

# TODO Create and move paddle

# TODO Create another paddle

# TODO Create the ball and move it

# TODO detect collision with the wall and bounce

# TODO detect collision with paddle

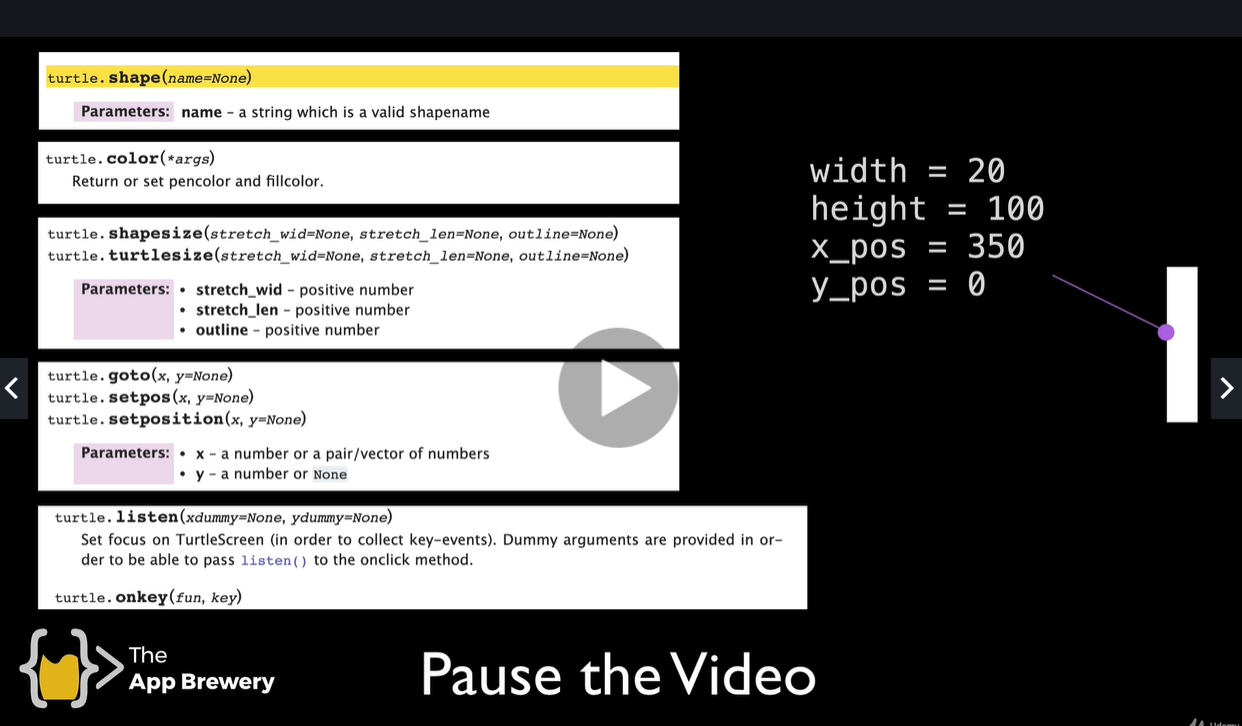
# TODO detect when paddle misses

# TODO keep score

screen.listen()

screen.exitonclick()

Draw right side paddle



#imports

from turtle import Screen,Turtle

#

import time

# Create the screen

screen = Screen()

screen.setup(*width*=800, *height*=600)

screen.bgcolor("black")

screen.title("Pong")

# turn the screen off to not see the paddle move from center

# to its position on the right at start to game.

# when useing screen.tracer will need to turn it back on in the

# while loop below while game\_is\_on

screen.tracer(0)

# Create and move  R paddle

paddle = Turtle()

paddle.shape("square")

paddle.color("white")

paddle.shapesize(*stretch\_wid*=5, *stretch\_len*=1)

paddle.penup()

paddle.goto(350, 0)

*def* go\_up():

    #the current y position of the paddle + 20

    new\_y = paddle.ycor() + 20

    paddle.goto(paddle.xcor(), new\_y)

*def* go\_down():

    new\_y = paddle.ycor() -20

    paddle.goto(paddle.xcor(), new\_y)

screen.listen()

#when passing in a function as a paramater omit the parens

screen.onkey(go\_up, "Up")

screen.onkey(go\_down, "Down")

game\_is\_on = True

while game\_is\_on:

    screen.update()

# TODO Create L paddle

# TODO Create the ball and move it

# TODO detect collision with the wall and bounce

# TODO detect collision with paddle

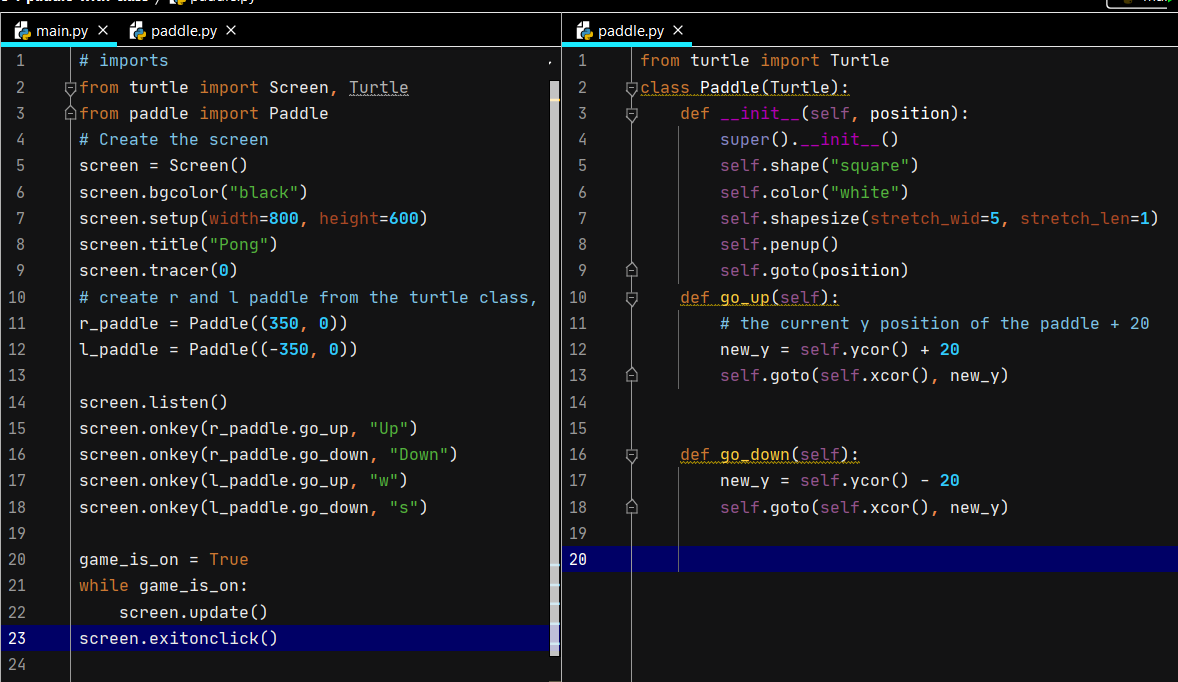
# TODO detect when paddle misses

# TODO keep score

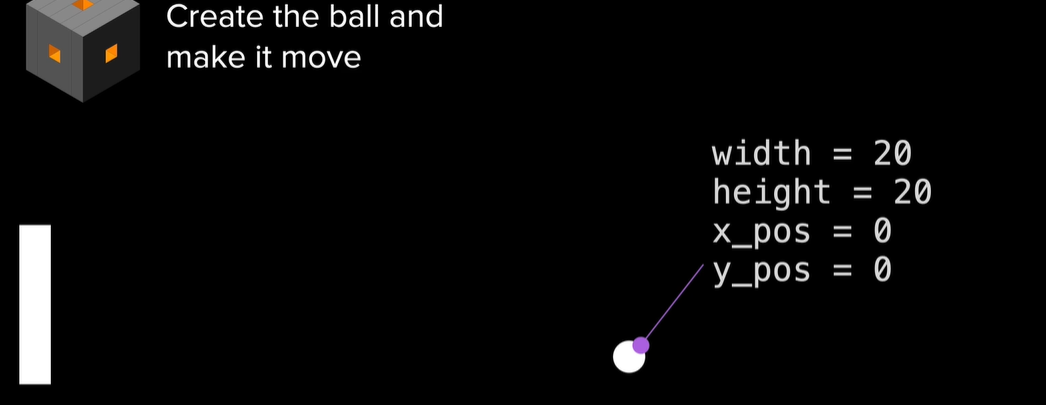
screen.listen()

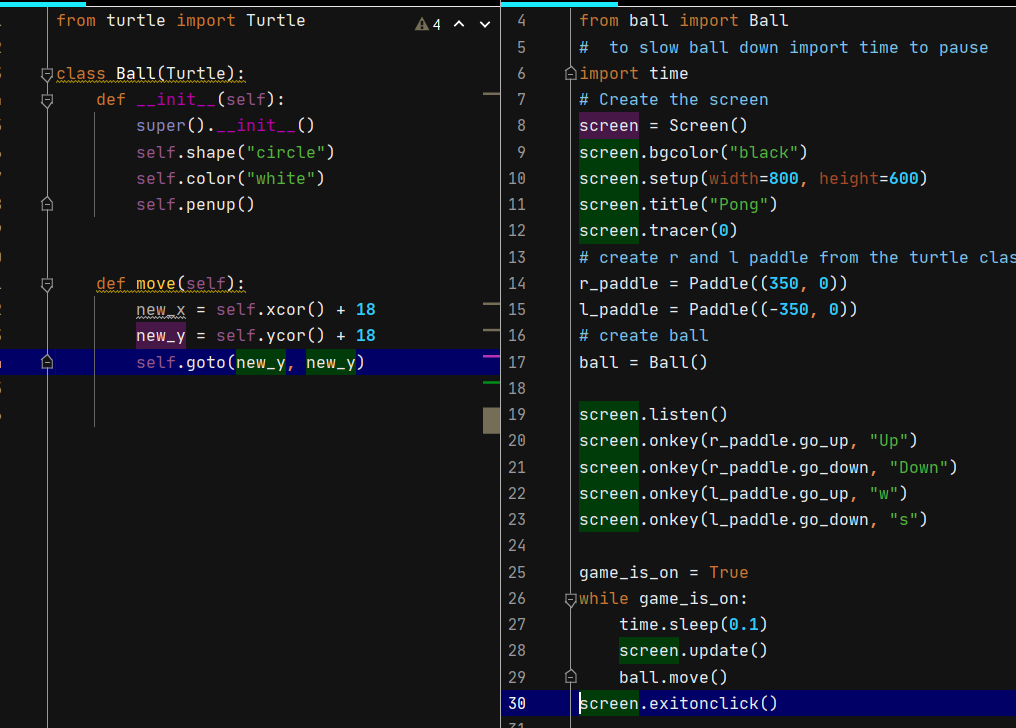
screen.exitonclick()

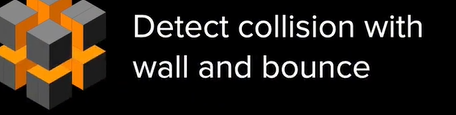
create paddle class and left paddle



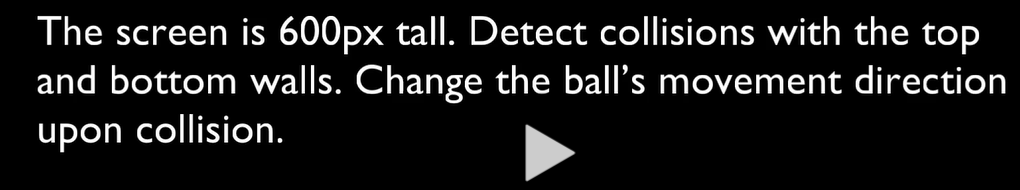
Create ball in middle of the screen and when the screen refreshes ball balls x and y move it to the upper right of the screen

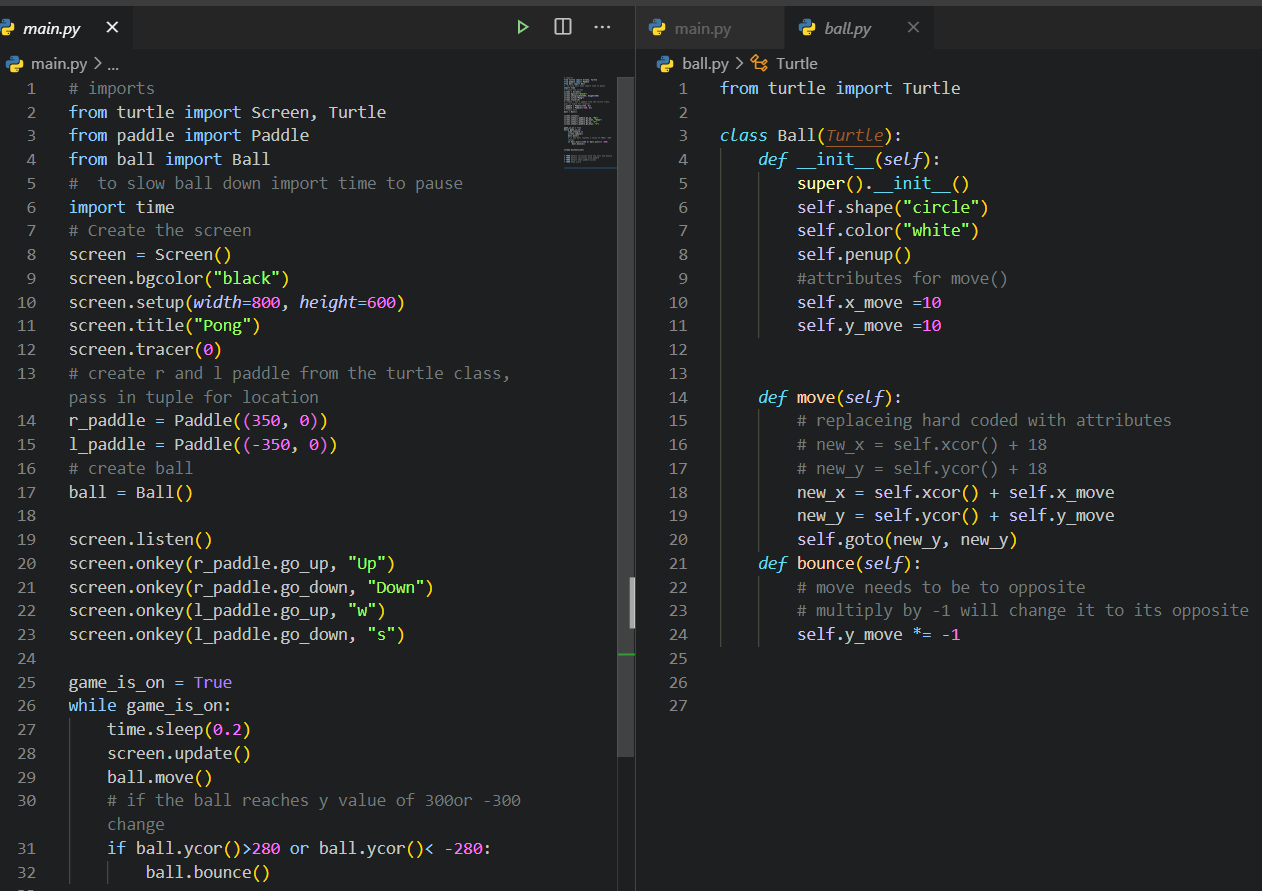




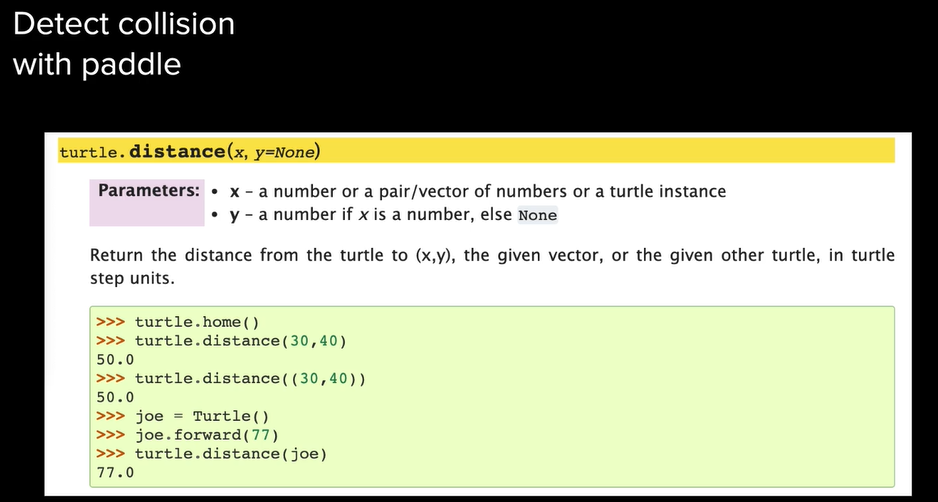


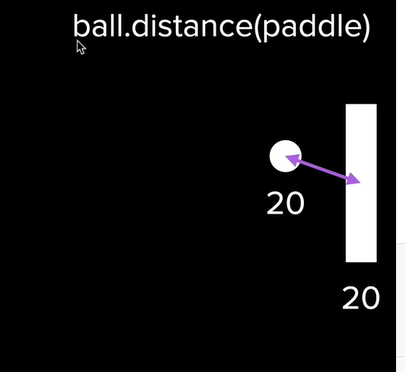
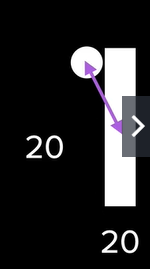
Just top and bottom wall need bounce (collision) needed . What position is that ?





Detect collision with Paddle and make ball bounce off the paddle.



distance is from the center 

To solve this

