Process work (group assignment)
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Game we're creating: Pong

Rules:
6 scores to win
One against one
No time limit
Ball gradually gets faster overtime to make it more challenging

My role: Text
I'm doing the score counter and make sure it adds one whenever a player scores

There will be a line down the middle and the score for the players will be on their corresponding side. Both players start at 0 and will add up to 6 to win.

Another role: creating 2 rectangle shapes on each end of the screen for the players and the ball that will move around.

Basic layout for our game:

4 | 2
SCORE

PLAYER 1
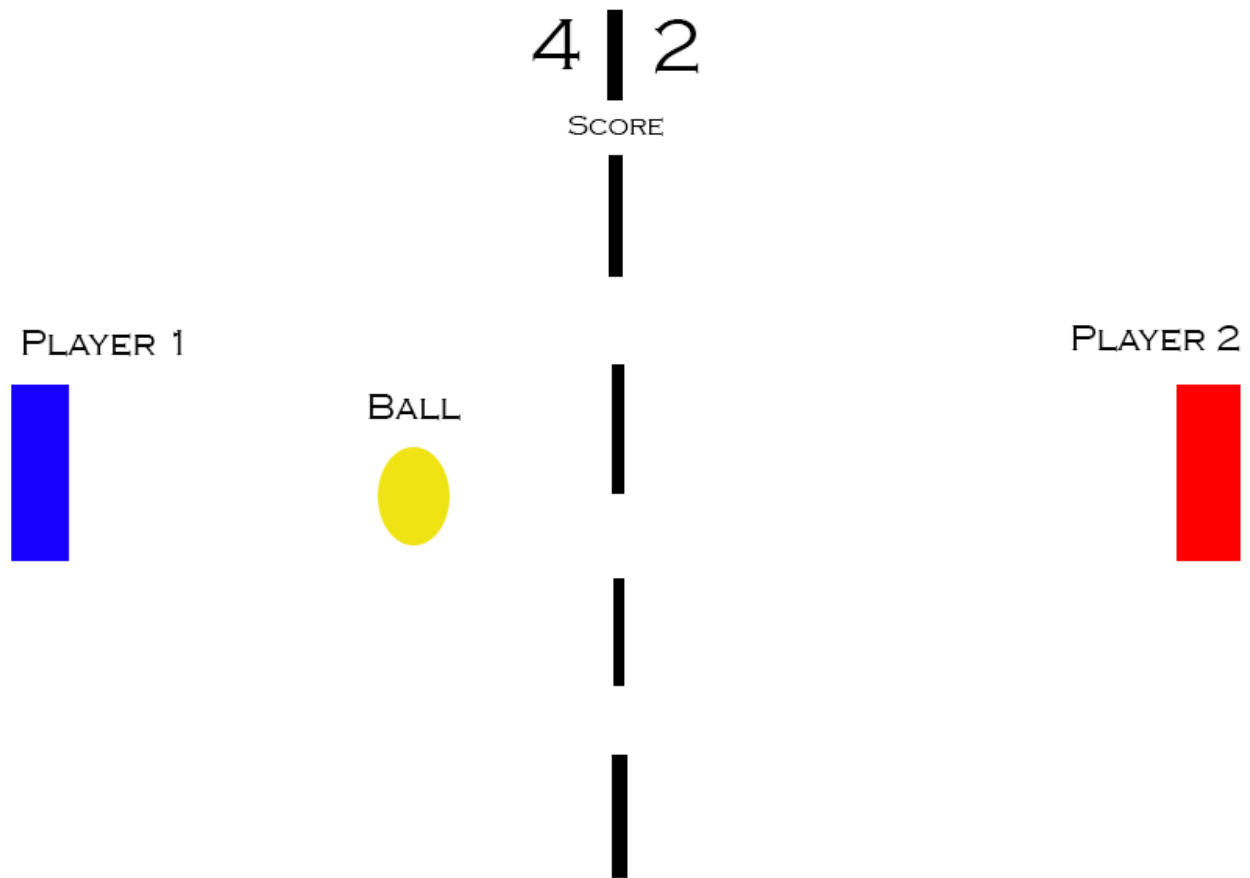
BALL

PLAYER 2

Setting class for ball: call it Ball.cs

- Set ball color as yellow to make it an "objective"
- Zoey is handling the collision and physics. I should ask if i'm setting speed
- Should collide with the paddles but reset when it reaches a players end

Paddle 1:
- Currently stuck on why "Color.BLUE" cannot be used as it is an ambiguous reference. Try to set it to" Color Blue"? Did not work. Found the error. There was an incorrect "using" at the top preventing me from using Raylib.Color drawing.
- Paddle 1 size, color, placement is all good

Paddle 2:

- Repeat paddle 1 except move position to the right side. Have to figure out how to get the red paddle to the right. Currently it overlaps paddle1 when I set the value of width.

- Might be in screen height? I attempted to set it at 3 to which the placement was moved up. How can I move it to the right? Maybe try -3?
- position.X = Raylib.GetScreenWidth() / 2? That moved it to the middle of the screen. It is acting like I'm counting right to left instead of left to right with X. Instead of dividing, let's try subtracting so it acts like I'm coming from the opposite end. It worked!

Line down the middle:
I need to draw a broken line down the middle so the players know which side is theirs for the score tracker. I'll refer to the Raylib Module for assistance.
- Have it be a white line
- Communicate with Zoey to make sure the ball does not collide with these lines!
- Go down the middle of the screen (use position.X, position.Y)
- The module says to startPos, endPos but x and y factors won't work when I write Raylib.GetScreenHeight/Width() / 2 as position isn't defined.
- **Don't have enough time to make the line down the middle. Ran into too many issues with program**

Changed paddles to one class. It makes it easier to access as having Paddle 1 and Paddle 2 as separate classes is unnecessary. Now they are in one class and when in the main program

Make loop for score count:
- Have text be in between broken line down the middle (if it was there) and the opposite side of the screen for both player 1 and 2
- Don't have font decide yet
- Have to figure out if I have to make a loop count.

Int loop count = 0
Maxloop = 12
How do I go from there?
May watch demonstration video.

Lots of issues still in code. This project could've been a lot better if there was more communication. I tried my best to communicate when I could but my work load kept stacking up. I tried to fix issues in code but to no avail. I hope I get a good enough mark to move forward.