

Pseudocode showing collision in my Pong game

Collision with paddles

```
if paddle's x position + paddle width >= ball x position:  
    if ball's x position + ball width >= paddle x position:  
        if paddle's y position + paddle width >= ball y position:  
            if ball's y position + ball height >= paddle y  
            position:  
                reverse ball's x direction vector  
                ball speed * 1.1  
                IMPLEMENT TWICE FOR PLAYER 1 AND 2
```

Collision with top and bottom of screen

```
if ball's y position < 0:  
    set ball's y position to 0 (stops it going out of bounds)  
    reverse ball's y direction vector  
if ball's y position > window height – ball height:  
    set ball's y position to window height – ball height  
    reverse ball's y direction vector
```