GameState

+gameState: enum
MAINMENU
PLAYERGAME
P1VICTORY
P2VICTORY
AIGAME
PLAYERVICTORY
AIVICTORY
STORYINFO

Game

-ball: sf::Sprite
-ball_texture: sf::Texture
-speed: float
-font: sf::Font
-title_text: sf::Text
-game_text: sf::Text
-p1_instructions: sf::Text
-p1_scoreboard: sf::Text
-p1_score: int
-p2_instructions: sf::Text
-p2_scoreboard: sf::Text
-p2_score: int
-story_text: sf:Text
-background: sf::Sprite
-background: sf::Texture
-ball_stationary: bool
-ball_going_up: bool
-game_choice: bool
-player 1: Paddle
-player 2: Paddle
-ball_vector: Vector

+init(): bool
+update(): void
+render(): void
+mouseClicked(): void
+keyPressed(): void

Vector

+x_direction: float
+y_direction: float

+normalise(): void
+get_magnitude(): float

Paddle

-player: sf::Sprite
-paddle_speed: int
-paddle_texture: sf::Texture
-up_key: sf::Keyboard::Key
-down_key: sf::Keyboard::Key
-movement: Vector

+init(): bool
+getPlayer(): const
+update(): void
+aimovement(): void