Project 22: Pong Game

Description

This project is a classic Pong game implemented using Python's Turtle graphics library. The game features two paddles controlled by the user and a ball that bounces between them. The objective is to prevent the ball from passing your paddle while trying to score points by making the ball pass the opponent's paddle.

Key Technologies

– **Python:** Used for implementing game logic, graphics, and handling user input.

– **Turtle Graphics:** Provides a simple way to create graphics and control game elements such as paddles and ball.

– **Concepts Covered:** Object-oriented programming, game loop, collision detection, and event handling.

– **Unique Features:** Real-time game updates, paddle and ball interaction, and score tracking.