

~~Not exactly~~  
~~Pong VS AI~~  (AI)

Pong's Revenge!

<sup>imagine</sup>  
~~Rename~~ Pong:

- Ball ✓
- Paddles ✓
- Collision ✓
- Score ✓

~~Score~~

Implement AI:

- Paddle tracks ball ✓
- Chance of Mistake ✓
- ~~difficulty?~~ ✓

Input.GetKey(KeyCode. —)

Awake means Pre Start,  
like a Constructor.

FixedUpdate related to  
Physics based operations

Two Pong balls knocking  
around a Paddle

Make Paddle bouncy

AI too slow to catch  
all shots?