**Keyboard and Mouse Interaction in Processing - Assignment**

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1. Pong

Make a version of pong in Processing, in which one player uses W and S and the other player uses the up and down arrow keys. Do not keep track of the score, but do indicate who won each point.

For the uninitiated, Pong was a basic computer game that involved a ball and two paddles. Each player controlled one paddle, and each paddle could only move up and down. One paddle was on the left side of the screen, and the other was on the right side of the screen. The ball bounces off of the top and bottom of the screen and the paddles, but when it touches the left or right sides, the opposite player gets a point. For example, if the ball touches the left side of the screen, then the player who controls the paddle on the right side wins that point.

Solution

There is, again, no one singular solution, so I will provide an example solution. We haven’t covered some of the functions yet, but they either replace a function in the Math library, or perform an action that could be done without that function. I strongly encourage you to run the following code, experiment with it, and trace its execution if you are stuck in the assignment.





