**Text and Fonts in Processing - Assignment**

**Carson Foster**

1. Another One

Alright, so the assignment for this lesson is another addition to Pong. This time, the task is to keep track (and display) of the score between the two players, and to also display a short message when one player wins a point.

Make sure to load your fonts in setup, if you choose to use fonts.

Solution

Once more, this is not the only solution, just my example solution. As always, play around with the code and experiment if you don’t understand something.





