**Design Overview**

-The goal of this project is to create a clone of the popular videogame “pong” in modern c++ using sfml. As this is intended to be a quick learning experience, code will not be designed with extendibility or modularity in mind. Several solutions to design problems will not be ideal for projects with a larger scale but will suffice for the purposes of the project scope.

**Design Problems**

**Game Loop:** Game execution will be handled by a finite state machine. Each state will have its’ own Update and Render functions that are run every loop. Within these functions are a modular set of objects that will run their own Update and Render functions respectively when called by the active state.

**Object Management:** All objects will be initialized at project start. All objects live within the scope of the finite state machine and can be activated or deactivated based on the active state.

**Input:** The finite state machine class will poll for input and pass the result to any member object functions that handle input.