Name: Noel Villalpando
Email: nvillalpando@cpp.edu
Game Link: https://thomas-pickering.itch.io/pong
Notes:

- Found the velocity issue
- Move and slide might be causing the issue
- Make sure it collides once
- Increase the paddle speed by pressing key or just a standard
- Likes the idea of the game mod, recommends trying static changes

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Notes:

- Fullscreen presents some issues
- Collision bug might happen on the top
- Paddle might be a bit too short
- Likes the idea of the ball getting faster over time

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Notes:

- Give collisions a delay to avoid multiple collisions (countdown like .1 sec)
- Gain acceleration with the paddle
- Implement difficulty levels for the ai