**if (Ball->getCenterX() >= LeftPaddle->getXPosition() - LeftPaddle->getWidth() && Ball->getCenterX() <= LeftPaddle->getXPosition() + LeftPaddle->getWidth() && Ball->getCenterY() >= LeftPaddle->getYPosition() - LeftPaddle->getHeight()**

**&& Ball->getCenterY() <= LeftPaddle->getYPosition() + LeftPaddle->getHeight()**

**{**

**// collision code**

**}**

**TL TR**

**Figure 22:** An example of why m3diaLib proves useful to our project.

Try again?

Press A to restart

Press B to quit

Pong Tutorial

In this game you will learn how to use a loop to create an algorithm for your paddle to score goals in the enemy base.

To move your paddle, you must select it with the select command and edit the name. The name field can be edited to select the player, ball or enemy (objects).

Once an object has been selected, subsequent commands can be used to move it, get or set its position until a new object has been selected.

A while can be used to repeat your program while the game is active. All commands must reside within the body of the while. This is in between the preset while and end commands.

Play around with the commands to see what works and what does not. Good luck, first one to five wins!

Press Start to Skip

Press A to Continue

Press A to Retry

Press B to Quit



















