

Game title: Tennis for One

Player moves around a paddle to keep a bouncing ball in the air

can use the ~~physics~~ physics ~~from~~ from the godot demo made in class

Game is high score oriented, with the player seeing how long they can last

obstacles come out from the top and sides of the screen that the paddle can't ~~touch~~ come in contact with

player fails when the ball drops off the screen 3 times

