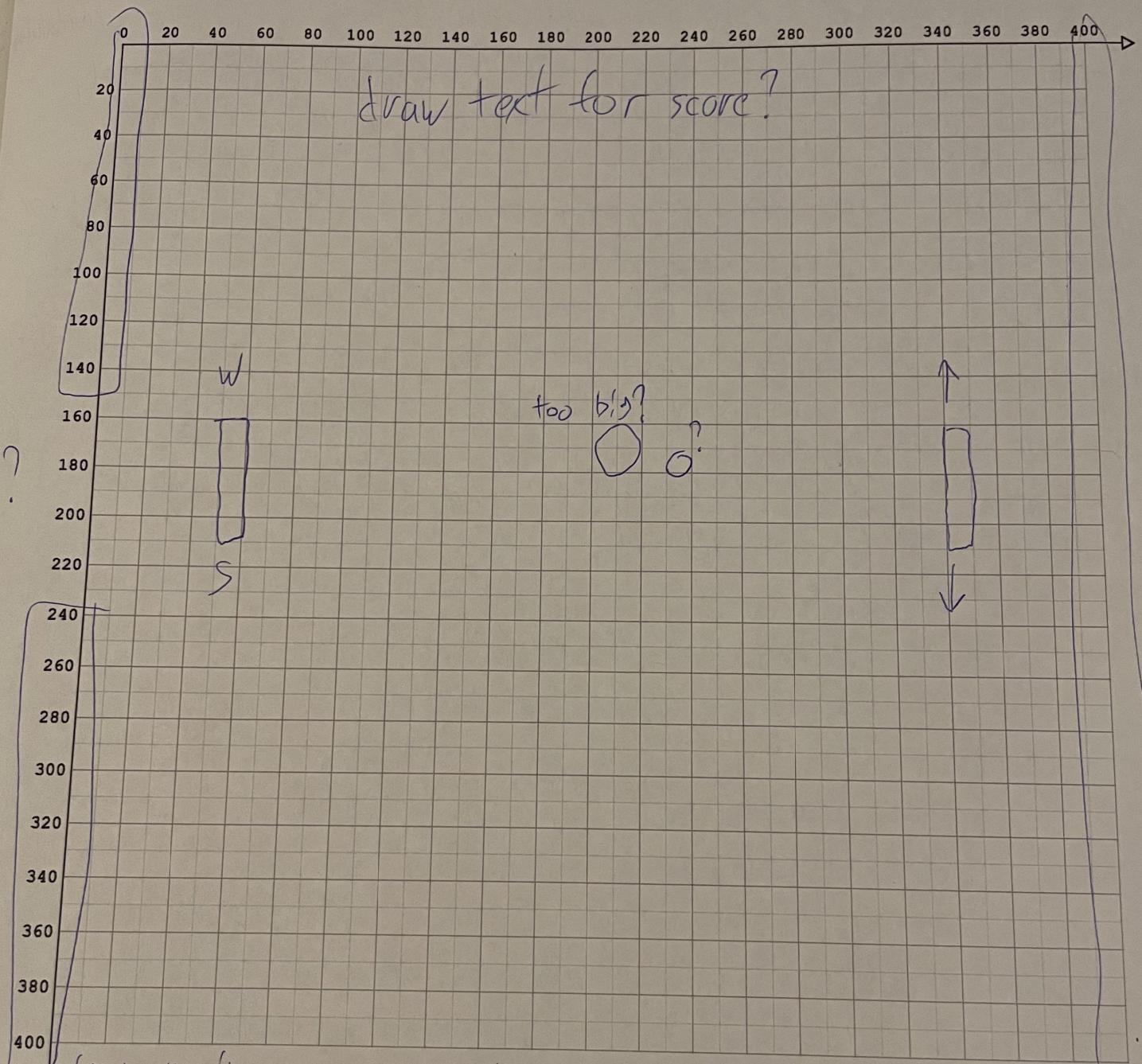


Daniel

classes; Game, ball, paddles



if ball hits h. edge or paddle
x velo * -1 ; 3
Same for y

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates

- need to write new before initializing new var
- COMMIT MORE!!
- how to make it coinflip?? bool or int?
- Use if statement? Solved, create constructor with if + randomize
- Just realized I might want to save initial pos separately
so I can respawn ball there
- Big mistake, going directly diagonal, so clearly the answer
is changing window size :)
- HOW DO I DRAW TEXT
- WFM it's Text.whatever and not draw.whatever
- How do I make two paddles using the same class?
- Go sleep, tomorrow scale ball and text to window size
And velocity, update velocity