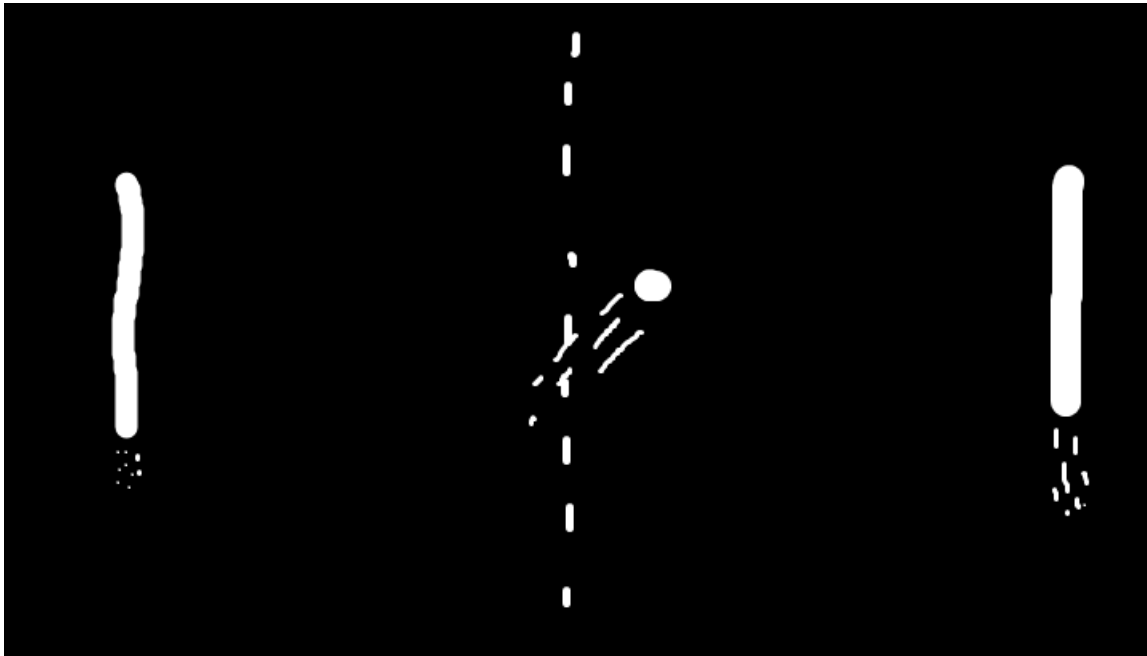


I followed the instructions on the canvas for setting up a Godot project, but my DeltaTime script was non-functional.

I started working on getting assets done for Pong, and got some help with Daniel to have Collision boxes on them.

Made collision for the borders of the screen, and the ball can move around almost freely. There's some drag applying on the ball and I haven't figured out the root cause yet.



I got some errors and have no idea where or why they came.