

# Brick Breaker

## The Paddle



→ Moved using just the Mouse  
Only has Collisions with the Ball



- ① Draw the Paddle
  - Make a private void
- ② Make a rectangle
  - with black line color
  - Line Size - 2
  - Fill Color - Red
  - Set the position to be at the bottom but not completely

★ To have the paddle be moved by the mouse do:

paddlePosition.X = Math.Clamp(Input.GetAxis("Mouse X") \* paddleSize.X / 2, 0, Window.Width - paddleSize.X);

§ This will make the paddle be movable with mouse going left or right.

• This will make the paddle be at the bottom and have red color