



Process Work

Deconstructing Feature:

Paddle - Should move up & down & not left to right & when paddle hit the top or bottom it stops
Ball - Bounces off the paddle, and walls but once bounced into one of "goals" then will be re set into the middle

▶ one paddle the player moves and the other one is ai which moves according to the ball

Elements:

Ball - Velocity - used the transformed component

Paddle - Moves up & down using transformed component & stop at edge of screen using physics engine