var puck = {

x: 200,

y: 200,

xSpeed: 40,

ySpeed: -40,

r: 10

};

var edgeOffset = 20;

var player1 = {

x: edgeOffset,

y: 170,

ht: 50,

wd: 10,

score: 0,

increment: false

};

var player2 = {

x: 400-edgeOffset,

y: 170,

ht: 50,

wd: 10,

score: 0,

increment: false

};

var pingpong;

var win;

function preload(){

pingpong = loadSound('Pew\_Pew.mp3');

win = loadSound('Short\_triumphal\_fanfare.mp3');

}

function setup() {

createCanvas(400, 400);

}

function draw() {

background(0);

textSize(22);

fill(255);

text(player1.score,92,40);

text(player2.score,297,40);

textSize(12);

text('Get 5 scores to win\nplayer1: "q" and "a"\nplayer2: "up" and "down"',20,345);

// draw puck

ellipse(puck.x, puck.y, puck.r\*2);

// move puck

if (puck.y < puck.r || puck.y > height - puck.r) {

puck.ySpeed = -puck.ySpeed;

}

puck.x += puck.xSpeed;

puck.y += puck.ySpeed;

// draw paddles

rect(player1.x, player1.y, player1.wd, player1.ht);

rect(player2.x-player2.wd, player2.y, player2.wd, player2.ht);

// paddle movement

if (player1.paddleDown && ! player1.paddleUp) {

player1.y += 5;

}

if (player1.paddleUp && ! player1.paddleDown) {

player1.y -= 5;

}

if (player2.paddleDown && ! player2.paddleUp) {

player2.y += 5;

}

if (player2.paddleUp && ! player2.paddleDown) {

player2.y -= 5;

}

// don't let paddles outside of the play area

player1.y = constrain(player1.y, 0, height-player1.ht-1);

player2.y = constrain(player2.y, 0, height-player2.ht-1);

// bounce puck on paddles -- player 1 -- based on x-coordinate

if (puck.x - puck.r <= player1.x + player1.wd) {

// check if puck is within paddle height...

if (puck.y > player1.y && puck.y < player1.y + player1.ht) {

puck.xSpeed = abs(puck.xSpeed);

pingpong.play();

} else if (player2.increment == false){

player2.score = player2.score + 1;

player2.increment = true;

}

}else{player2.increment = false}

// bounce puck on paddles -- player 2 -- based on x-coordinate

if (puck.x + puck.r > player2.x - player2.wd) {

// check if puck is within paddle height...

if (puck.y > player2.y && puck.y < player2.y + player2.ht) {

puck.xSpeed = -abs(puck.xSpeed);

pingpong.play();

} else if(player1.increment == false){

player1.score+=1;

player1.increment = true;

}

}else{player1.increment = false}

//stop

if(player1.score > 4 || player2.score > 4){

win.play();

textSize(18);

text('WINNER WINNER CHICKEN DINNER',45,90);

textSize(15);

text('Reset: Spacebar',19,320);

puck.x = width/2

puck.y = height/2

}

}

// keyboard input

function keyPressed() {

print(key);

if (key == 'A') {

player1.paddleDown = true;

} else if (key == 'Q') {

player1.paddleUp = true;

}

if (keyCode == DOWN\_ARROW) {

player2.paddleDown = true;

} else if (keyCode == UP\_ARROW) {

player2.paddleUp = true;

} if (key == ' '){

player1.score = 0;

player2.score = 0;

}

}

function keyReleased() {

if (key == 'A') {

player1.paddleDown = false;

} else if (key == 'Q') {

player1.paddleUp = false;

}

if (keyCode == DOWN\_ARROW) {

player2.paddleDown = false;

} else if (keyCode == UP\_ARROW) {

player2.paddleUp = false;

}

}