**Title: Pong Game in Python**

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**Course: Halado Programozas**

**Description:**

The Python program is a recreation of the classic Pong game. In Pong, two players control paddles to bounce a ball back and forth across the screen. The game's objective is to score points by getting the ball past the opponent's paddle. The first player to reach a predefined winning score wins the game.

**Features:**

* **Player vs. Opponent:** The game includes two paddles, one controlled by the player and the other by the computer opponent.
* **Scoring System:** Players earn points when the ball crosses their opponent's paddle. The game continues until one of the players reaches the winning score (which can be customized by changing the winner\_score variable).
* **Gameplay:** Players can control their paddle using the up and down arrow keys.
* **Visual Effects:** The game includes visual effects, such as sound effects and a countdown when a point is scored or the game starts.

**Usage:**

* Run the Python script to start the Pong game.
* Control your paddle using the arrow keys.
* Score points by getting the ball past your opponent's paddle.
* The game ends when one of the players reaches the winning score (default: 3), and the winner is displayed on the screen.
* The game can be restarted by running the script again.

**Dependencies:** pygame