

Form1

- ballXspeed: int
- ballYspeed: int
- playerSpeed: int
- cpuSpeed: int
- playerScoreValue: int
- cpuScoreValue: int
- goUp: bool
- goDown: bool
- pauseMenu: Panel
- btnContinue: Button
- btnRestart: Button
- btnExit: Button
- gameTimer: Timer
- player: PictureBox
- ball: PictureBox
- cpu: PictureBox
- playerScore: Label
- cpuLabel: Label

- + Form1()
- + SetupPauseMenu(): void
- + KeyIsDown(sender, e): void
- + KeyIsUp(sender, e): void
- + timer1_Tick(sender, e): void
- + ResetBall(): void
- + ResetGame(): void