Pseudocode for collision detection

Begin

going\_left = false

going\_up = false

p1\_score = 0

p2\_score = 0

Begin if

ball is within paddle\_left

going left = false

flip ball vertical direction

End if

Begin if

ball is within paddle\_right

going left = true

flip ball vertical direction

End if

Begin if

ball x position is less than or equal to 0

p2\_score increment by 1

Respawn ball

End if

Begin if

ball x position is greater than or equal to game width

p2\_score increment by 1

Respawn ball

End if

Begin if

ball y position is less than or equal to 0

going\_up = false

flip ball horizontal direction

End if

Begin if

ball y position is greater than or equal to game height

going\_up = false

flip ball horizontal direction

End if

End