**Overview:**

Pong is a simple 2D game where two players verse each other. The players each control a paddle which resides on the far left and right side of the screen and are only able to move it vertically. The aim is to hit a ball to the opponent side, past their paddle, while defending your side.

**Game mechanics:**

For player one to move they use *W* to move up and *S* to move down.

Player two uses the *Up* and *Down* arrows keys to move respectively.

The scoring is as simple as the game, if the ball gets past your paddle, the opponent gets 1 point and vice versa.

**Data Structures:**

The game uses a couple of S*tructures* to start off with, defining the variables needed for a ball, the two paddles and some background game mechanics (when the round is playing and the score).

The program also uses *Vectors* when referring to the balls position, for things like hit collision.

The rest is stored in simple *Variables* or are used when it is made/needed.

**Algorithms:**

This program uses *raylib* to preform most of its functions, such as the ‘drawing’ of the program, the collision detection, detecting the user’s input, the frame rate and it is use in some movement calculations.

For the rest of it, *if statements* are implemented to detect where ball is and if a round should have been ended,