Game
- int bscore
- int rscore
- int ballmx
- int ballmy
- bool collisionCheck
- sf::RenderWindow& window
- sf::Font font
- sf::Sprite ball;
- sf::Texture ball_texture
- sf::Sprite red_paddle
- sf::Sprite blue_paddle
- sf::Texture red_paddle_texture
- sf::Texture blue_paddle_texture
- sf::Text red_score
- sf::Text blue_score
- sf::Text options_text
- sf::Textblue_controls_text
- sf::Text red_controls_text
- sf::Text title_text
-sf::Text winner_text_red
-sf::Text winner_text_blue
+ init()
+ update(float dt)
+ render()
+ mouseClicked(sf::Event event)
+ keyPressed (sf::Event event)
+ spawn()
+ score()

Vector + Vector (vballx, vbally) - int vballx - int vbally - int vx - int vy - floatmagnitude + Vector (int vballx, int vbally + normalise() + multiply()

Ball direction