As I said about maintainability and that it is the ease with which a system or software components can be transformed to fix bugs, we designed our game this week to make it something like the game we were given, it's called Atari pinpong. It will be quite entertaining, we will use classes from this week's game like ball.py to be able to use the same ball, we will make it maintainable so that errors can be easily and accurately corrected and this will help us to order the critical elements of our Code. Applying this principle will allow us to modify the code to solve said problem no matter where it is and will allow us to make the game work correctly after correcting errors in the future.