We designed our game this week to be something like the game they gave us, it's called Pong. It will be quite entertaining, we used classes from the previous game like ball.py to be able to use the same ball, we made it maintainable so that bugs can be fixed easily and accurately and this helped us sort out the critical elements. of our Code. This principle will allow us to modify the code to solve this problem wherever it is and will allow us to make the game work correctly after fixing bugs. An example of this is that in the scene\_manager.py program we made a class called \_prepare\_new\_game, so if the game crashes when starting a new level, only this class should be modified and not all the code itself and By modifying this class we don't have to be afraid that we might break the code, since we made it maintainable and possible to correct.