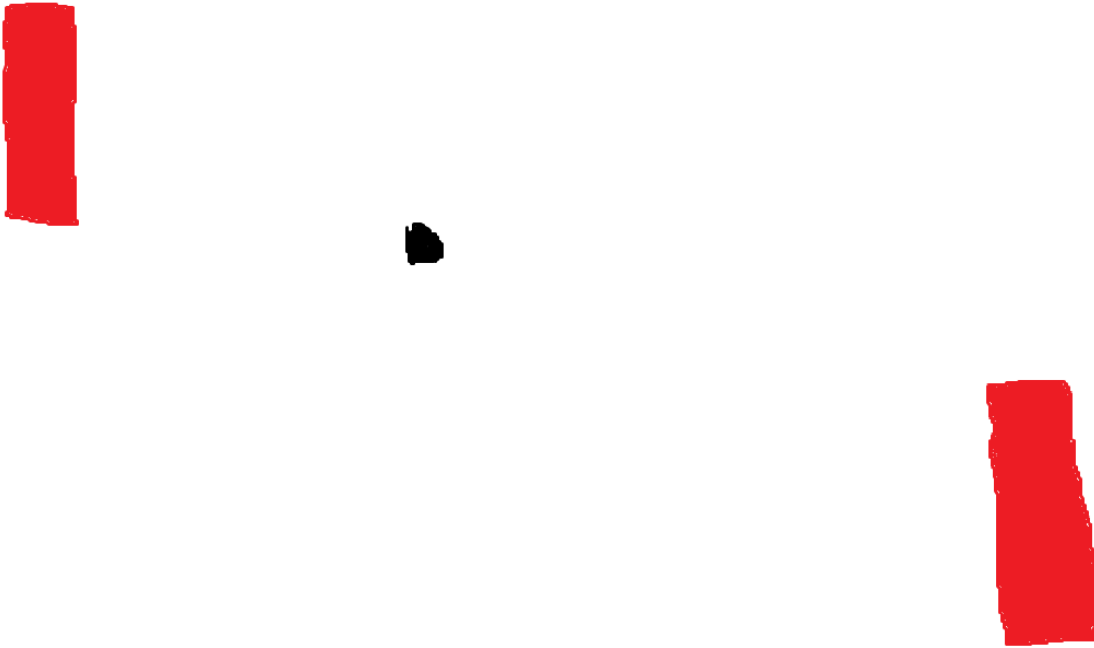Pong Process Work

The game I will be trying to implement will be pong, pong is a simple game with two boards on each side, one or both controlled by a player and a ball bouncing back and forth until the ball passes one of the boards.

Simple drawing as pong is not very complicated, will need to add movement to the boards on both sides and the ball.

I will need to add collision for the ball hitting the boards and a game over screen when the ball hits the left or right edges.
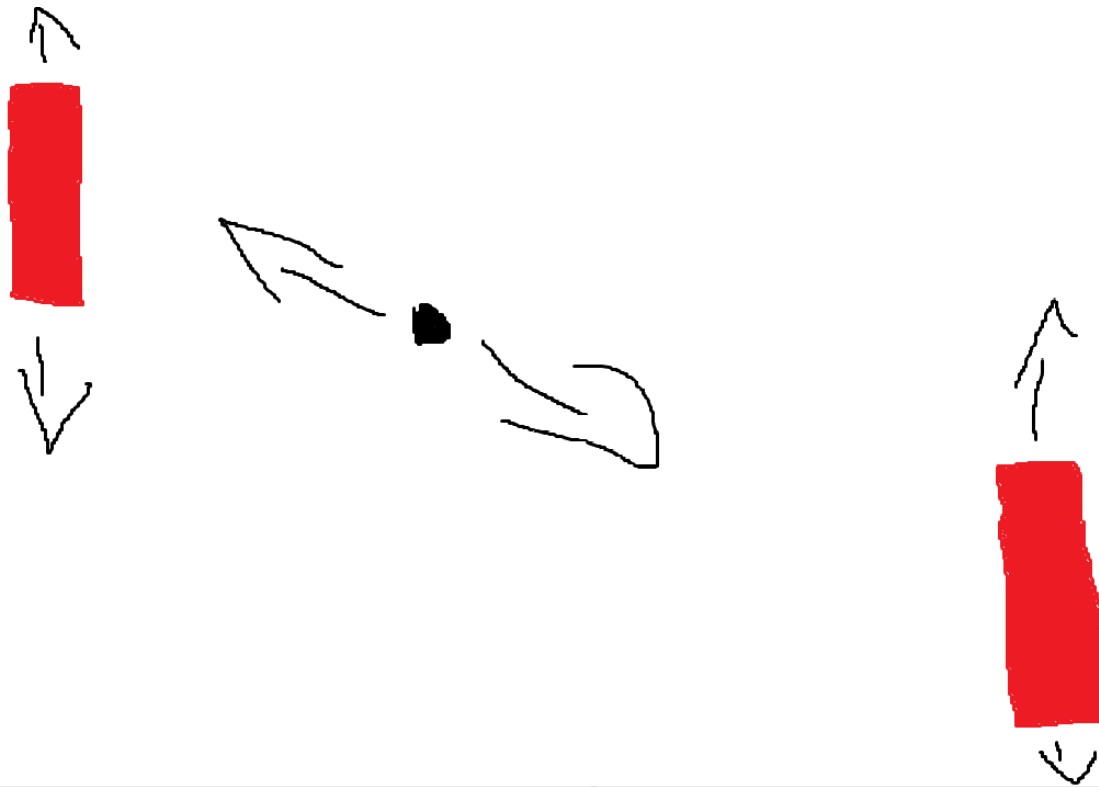
The player character board will move up and down with the up and down arrows, the other board will move randomly up or down, or will match the y coordinate of the ball to make it harder or impossible.

The main process will be adding the boards and the ball, making one board playable by the player with the arrows, one board moving automatically and the ball will need to have collision with the boards, the top and bottom and left and right, but when it hits left or right the game ends.

Unfortunately, I did not have enough time to implement so I just thought out how I would implement it.