**Pong Design Document**

Objects to create

* Paddle for left and right side
* Ball
* Scoreboard
* 800 x 600 screen
* FPS count
* Winner text

Details of Game

The game is a standard pong game. It is a 2-player game, one player controls the left paddle and the other controls the right paddle. Both paddles can only move up and down and are bound to the dimensions of the screen. The ball starts in the middle of the screen and begins moving towards one of the players paddles. The aim of the game is to stop the ball from going behind your paddle, to do this you move the paddle into the path of the ball, and it bounces off and heads back towards the opposing player. If the ball goes past your paddle, then the opposing player wins that point and you press space to restart again. The score tally’s up until the game is closed.

I will create structs for the ball and paddles, which contain the positions, speed, size and a draw functions