

// Get each texture's square

Get the start point X of the sprite texture + the first X point plus the width of the sprite  
+ the starting Y point + Y starting point plus sprite height.

If ball sprite position is bigger than right paddle sprite position

Ball vector X changes to negative

Else if smaller than left paddle sprite position

Ball vector X changes to positive

// for walls

If ball position + global bounds is smaller than screen Y size

Ball Vector Y changes to positive

Else if ball position + global bounds is bigger than screen Y size

Ball Vector Y changes to negative

Else if ball position + global bounds is bigger than screen X size

Add score to left player

Reset ball position

Else if ball position + global bounds is smaller than screen X size

Add score to right player