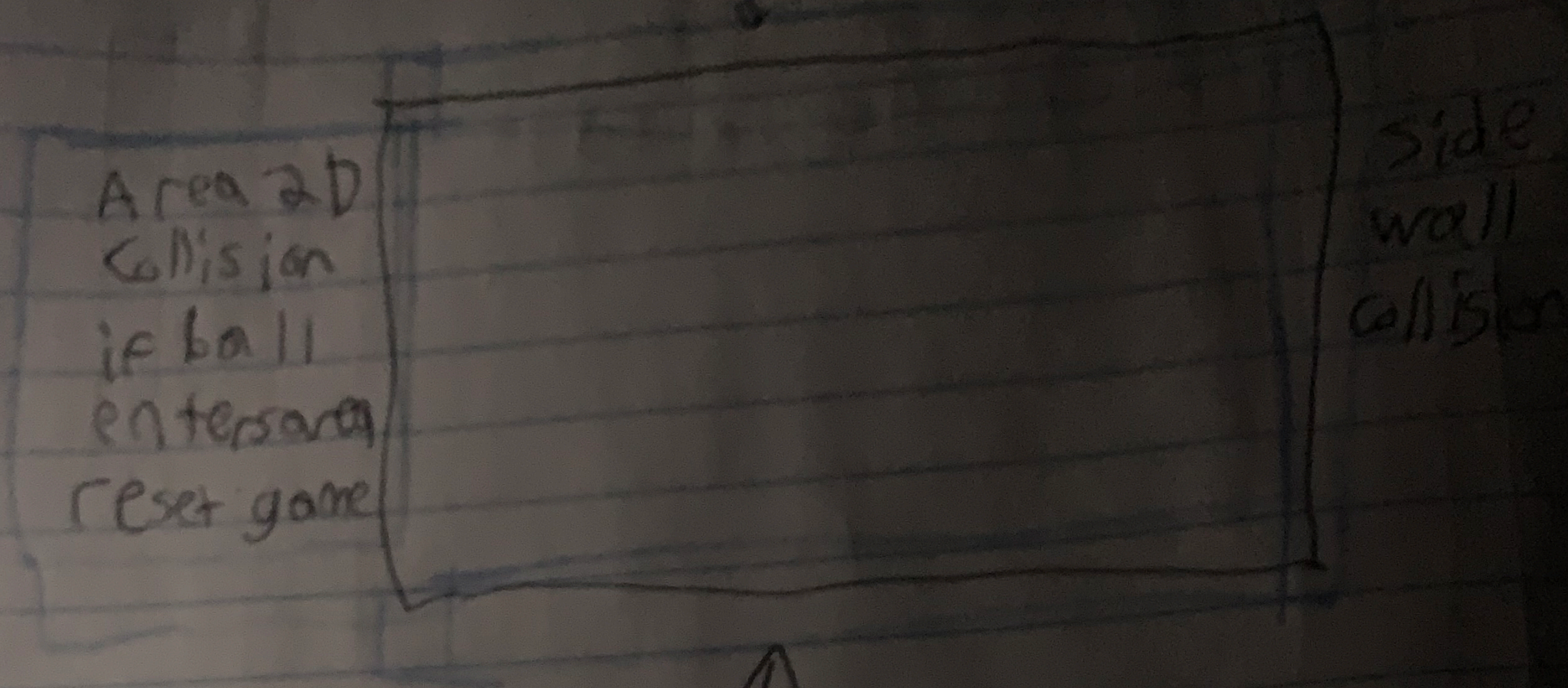


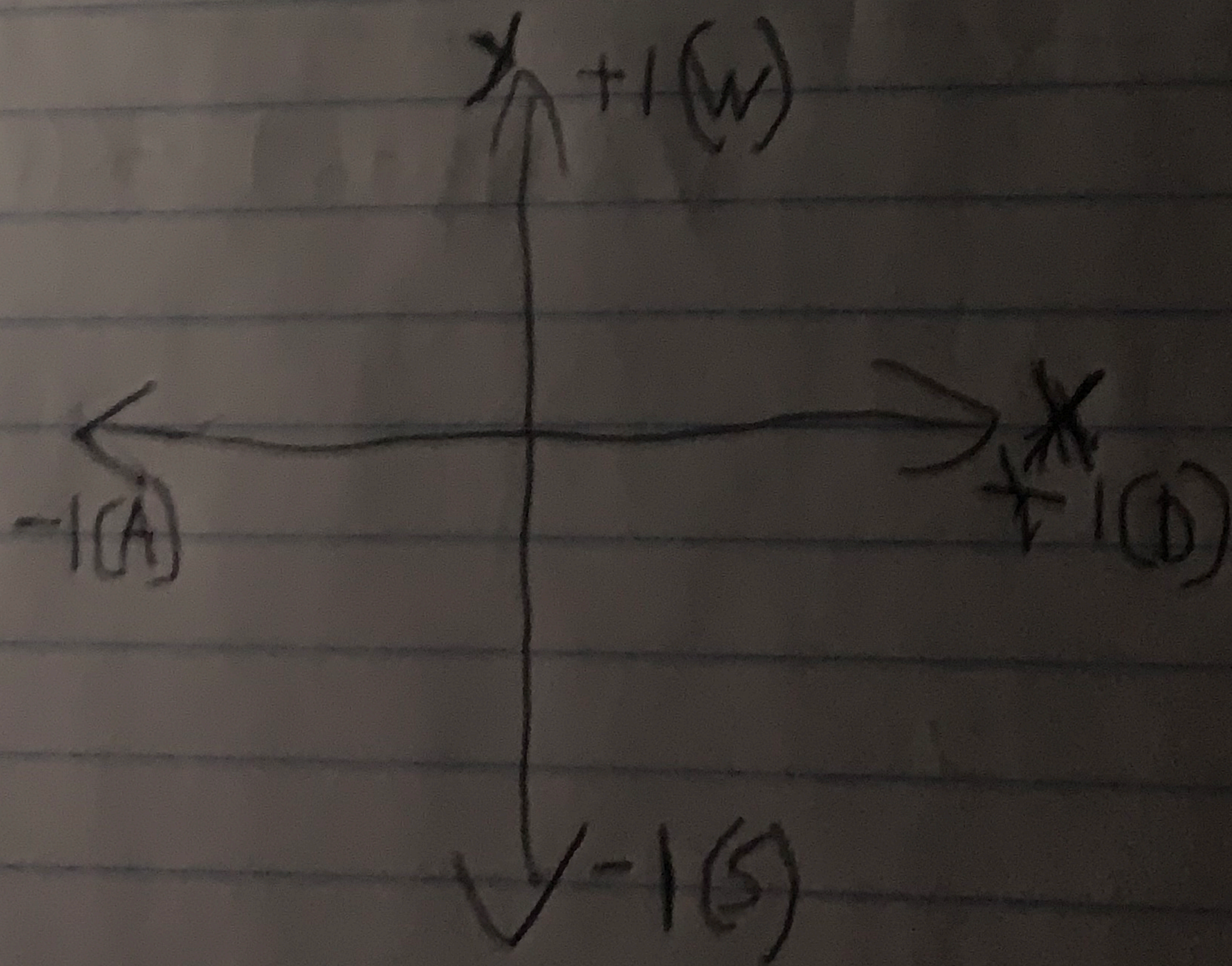
Wall collision sketch

Top wall collision



Bottom wall collision

movement velocity in games



movement in only 4 directions
for pong paddles ($w=1, s=-1$)