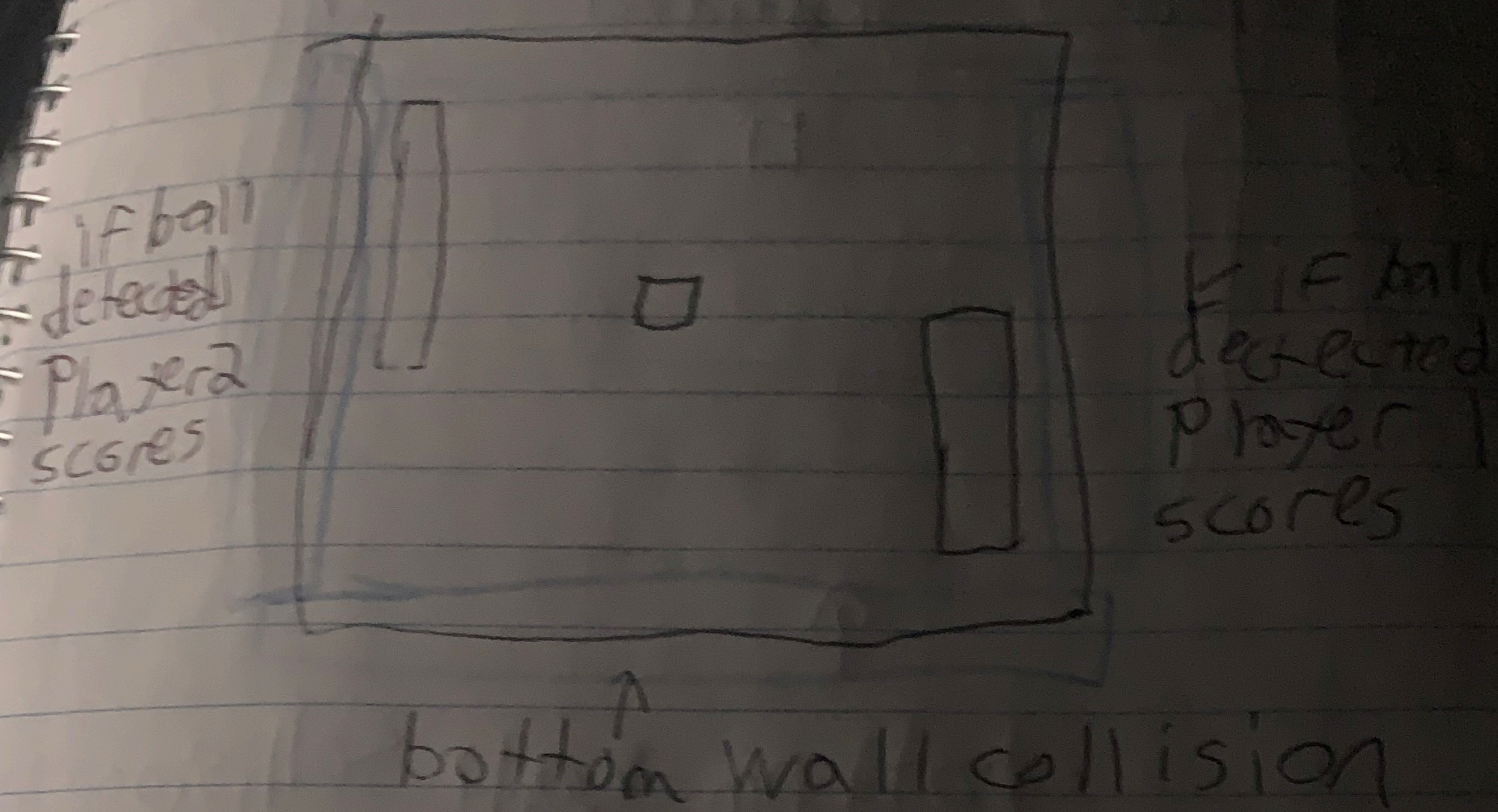


original Pong



- ball detected on either side, player on opposing side gets 1 point

ball goes up or down and if detected, it collides and goes off somewhere in the game square

basic collisions: 1: Ball hits paddle, 2: Ball hits the wall 3: ball in scoring area, 4: Paddle hits wall