Pong

Language: Python

The goal of this project is to work on a 3D version of this game. Only one paddle will be considered, located in the (0xy) plane (which is defined by the equation z = 0).

The incidence angle should be between 0 and 90 degrees.

Bounces on the paddle and game over will not be taken into account; in other words, only the motion of the ball will be considered, regardless of the context.

Usage:

```
marcpister@Marcs-MBP delivery % ./pong_complete.py -h
USAGE
        ./101pong x0 y0 z0 x1 y1 z1 n

DESCRIPTION
        x0  ball abscissa at time t - 1
        y0  ball abscissa at time t - 1
        z0  ball abscissa at time t - 1
        x1  ball abscissa at time t
        y1  ball abscissa at time t
        z1  ball abscissa at time t
        n   time shift (greater than or equal to zero, integer)
```

Example:

```
marcpister@Marcs-MBP delivery % ./pong_complete.py 1.1 3 5 -7 9 2 4
The velocity vector of the ball is:
(-8.10, 6.00, -3.00)
At time t + 4, ball coordinates will be:
(-39.40, 33.00, -10.00)
The incidence angle is:
16.57 degrees
```