Screen Setup

* Frame, Background color, Title, Exit on click, Screen update

Create and Move 2 paddles

* “Paddle” Class 🡪 \_\_init\_\_(self) function
* “Go up” + “Go down” functions
* Set up keyboard Up, Down, “w”, “s”

Create and Move ball

* “Ball” Class 🡪 \_\_init\_\_(self) function
* “Move” function

Create Scoreboard

* “Scoreboard” Class 🡪 \_\_init\_\_(self) function
* “Update\_scoreboard” function

Detect collision with wall and bounce

* “Bounce\_x” function in “Ball” class
* “Bounce\_y” function in “Ball” class

Detect collision with paddles

* “Bounce\_x” function

Detect right/left paddle misses

* “Reset\_position” function in “Ball” class
* “Left/Right\_point” function in “Scoreboard” class