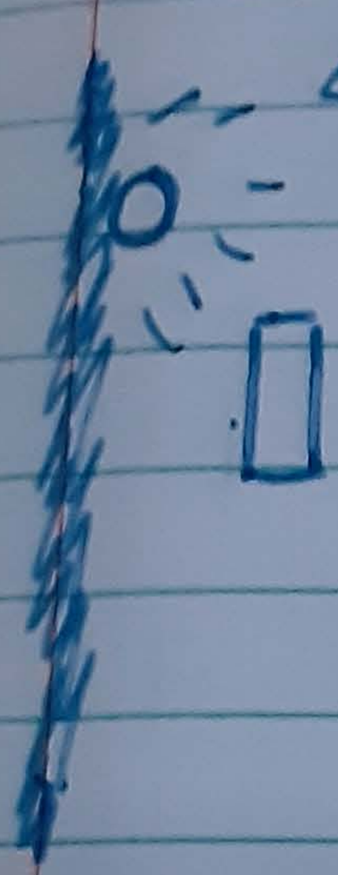
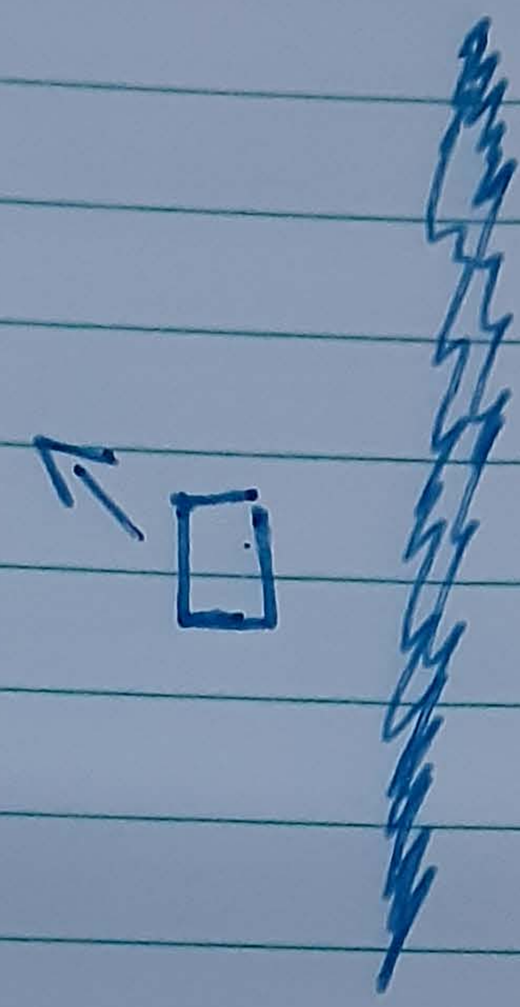
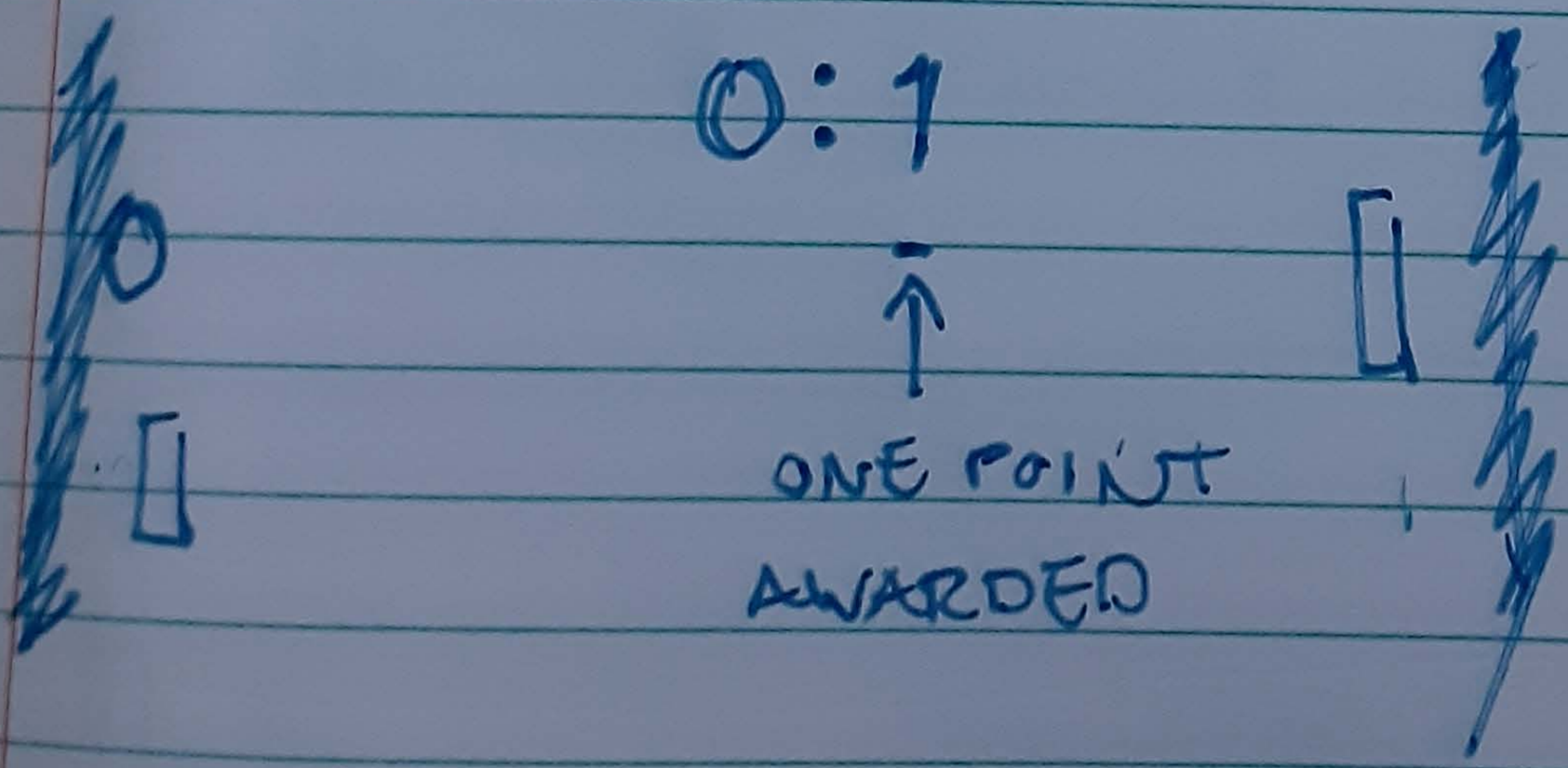
POINT SCORED





MAKE POSSIBLE SCORE BOARD

WHEN POINT IS SCORED



COLLISION + IF

IF BALL HITS WALL - DEFLECT

IF PADDLE HITS WALL, SET THRESHOLD

IF BALL HITS SCORE BOX - AWARD POINT

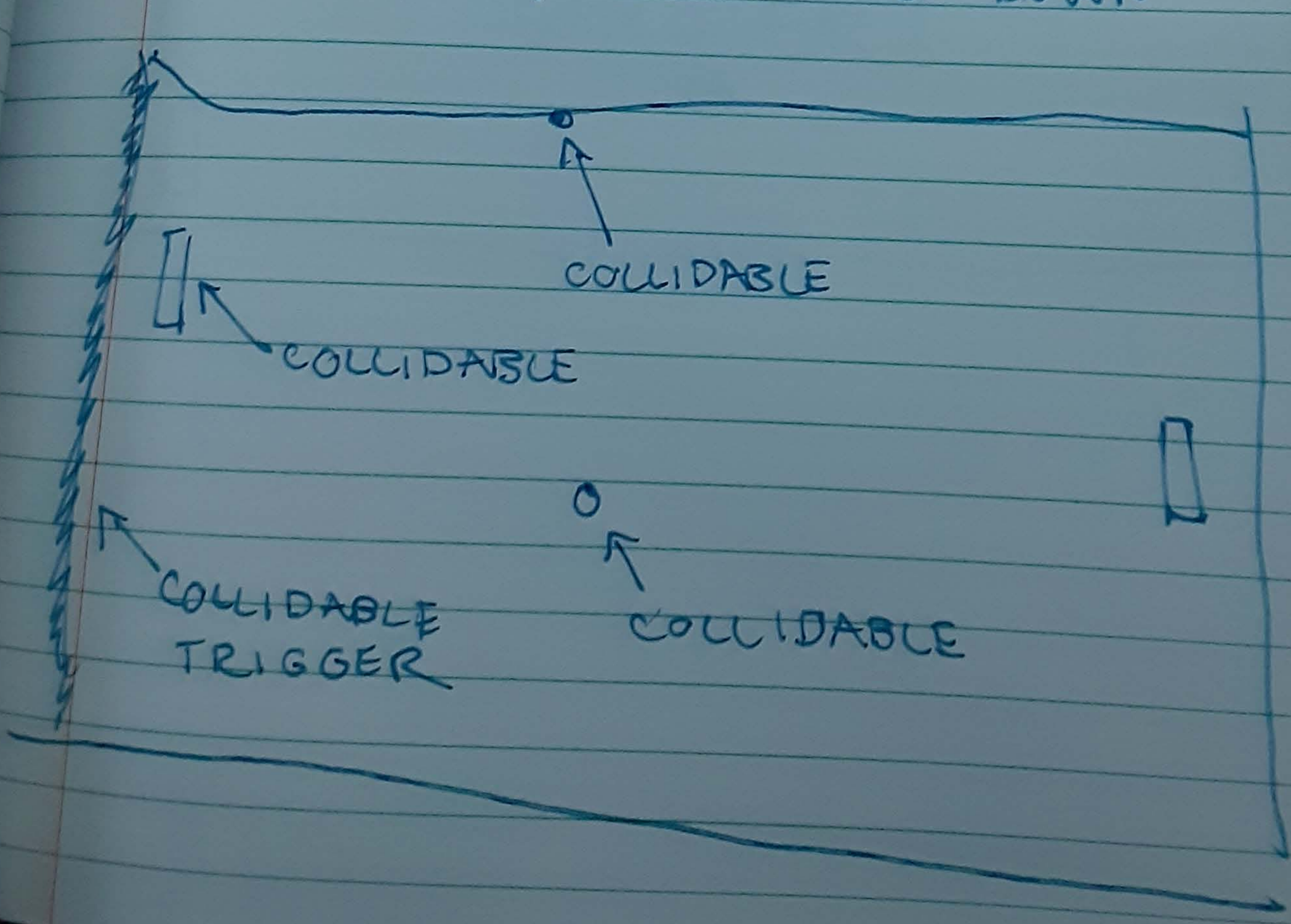
IF HITS 3 POINTS - WIN

IF BALL HITS PADDLE - DEFLECT

IF POINT SCORED - APPLY TO BOARD

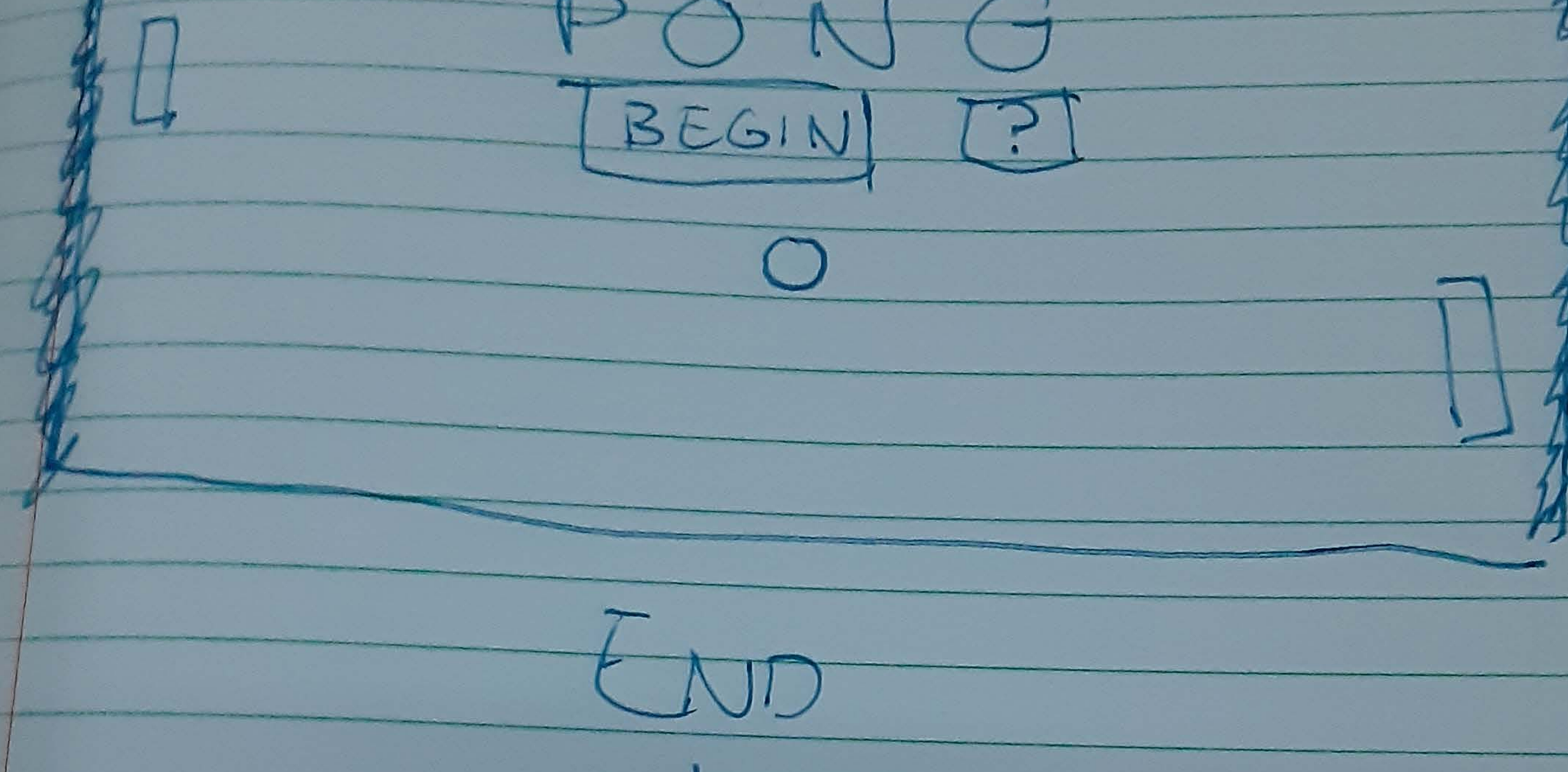
IF HIT "W", PADDLE MOVES UP

IF HIT "S", PADDLE MOVES DOWN

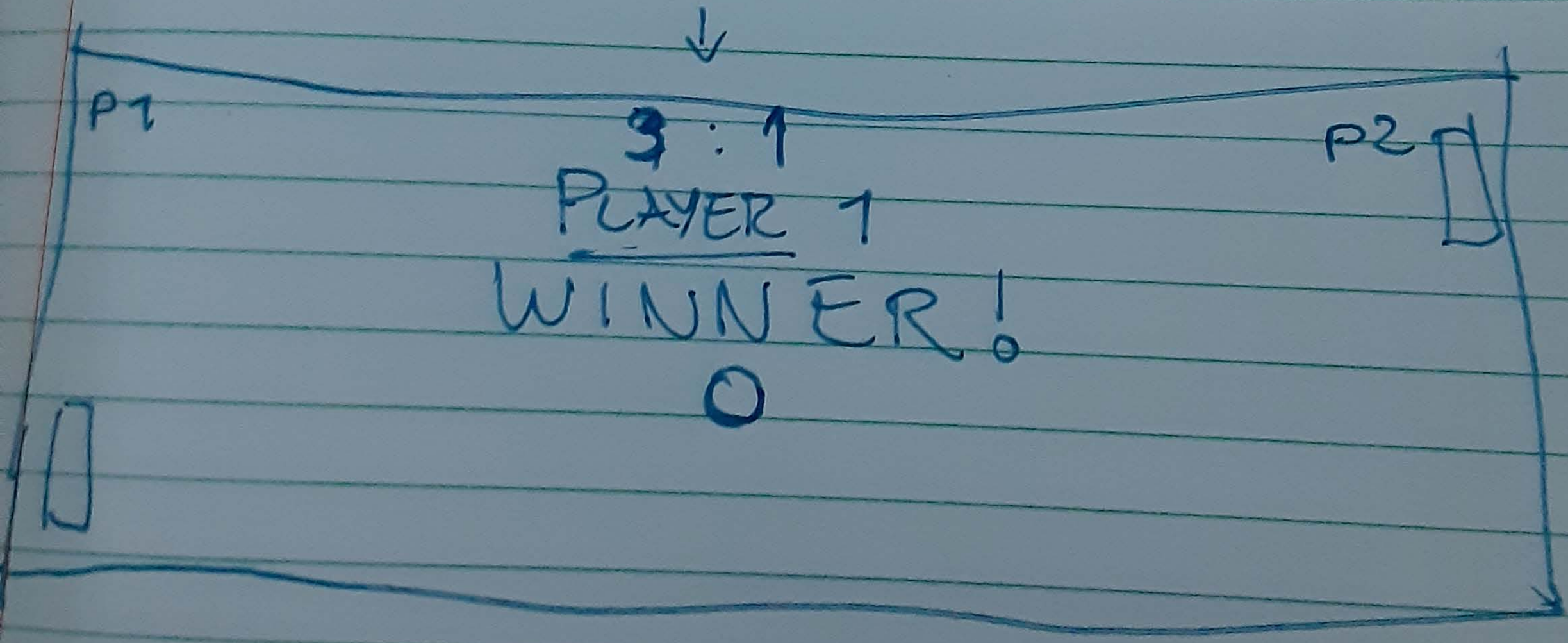


START + END IDEAS

PONG



END



BALL - CREATE RIGID BODY
CIRCLE COLLIDER

PADDLES - RIGID BODY
BOX COLLIDER

SCORE BOXES - BOX COLLIDER (TRIGGER)

ARENA BOX - GROUP - BOX COLLIDER

* MAKE BALL MOVE EVERYWHERE

* MAKE PADDLES ONLY MOVE ON THE "Z" AXIS

GetComponent< >

- we dont have to define it ourself, will get aff object

SerializedField

- can edit variables in editor but other scripts cant access it if private

INPUT. GetaxisRAW