ActivatePowerUp

* Every single time a brick is hit Generate a random number
* If that random number falls between the bounds change ball color to blue
* The power up in now active but not collected

CollectPowerUp

* If the ball touches the paddle, collect the power up only if it has not been collected already and it is active
* Slow the ball by a percentage of it’s original velocity

DeactivatePowerUp

* After the ball touches the paddle 4 times deactivate the power up since it has been collected; the power up is no longer active
* Normalize the speed of the ball and change the color back to white
* Reset the number of times the ball has hit the paddle
* Reactivate the power up’s chance to become active once more