**README.me**

**How to Run the Program:**

1. Open your favorite IDE: jGRASP
2. Look for the tiny jogging red man
3. Click him

**How to Look at The Code:**

All code I wrote for the project is contained within the Pong.java file. All other files are just dependencies for the drawing panel.

**Tests to Run:**

1. Play the game a lot
2. Press in-game controls unexpectedly