* Good Job! Here are a few suggestions you could work on.
* Use the following naming format for subsequent submissions

i.e. Assignment[Number]\_[first name]\_[last name]

* Ensure that the screen is set up in landscape mode.
* Organise code carefully, group lines that perform similar tasks eg. draw the paddles. Draw the ball, etc. Indent the body of your functions with the tab key.
* Know what needs to go into void draw and void setup. Don’t jumble them up even if they may give you the same result. It shows you understand the difference.
* Also, I noticed for the right player’s score, you shift the score to the right side of the ball by using a bunch of spaces. => text(" 7", width/2, height/2); You use fractions to proper of the width to properly set the appropriate position.

* Your ball is not a circle => ellipse (width/2, height/2,width/40, height/30); Remember circle should have equal radii.
* Your right paddle is not seen on all devices. You have three lines of code in that draw the paddles. One in void setup() and two in void draw().

rect(0,30, width/64, height/4);// draws a rectangle (This was in setup)

rect(1400,500, width/64, height/4);// draws a rectangle (This was in draw)

rect(1400,500,width/64, height/4);// draws a rectangle ( This was in draw)

Firstly, you don’t need 3 of these. You also need to to check the position of the the paddles. Remember you want these positions to be the same on all devices. (Hint. Use fractions and simple addition or subtraction with inbuilt width and height variables to get the appropriate positions)