**Things to check and correct in the code**

Make sure the following are in order:

1. All shapes should look the same on all device
   1. Uses fractions of the built-in variables width, height as parameters for **ALL** the shapes
2. Scores of both players are initialized to 0
3. Contains Paddle class
4. Paddle class contains **display()**method which draws the paddle on the screen
5. Contains Ball class
6. Ball class contains **display()** method which draws which draws ball on the screen
7. Ball class contains **move(*Game game*)** method which moves the ball if the game is on, else resets it to the center. It should take as a parameter the game object
8. Ball class contains **checkWall()**function which
   1. Makes ball bounce off top and bottom walls, and increment left player’s score if ball hits right wall and increment right player’s score if ball hits left wall.
   2. Sets game off if it hits left or right wall.
   3. It should take as a parameter the game object
9. Ball class contains ***checkPaddles(Paddle leftPaddle, Paddle rightPaddle)***method which makes ball bounce off left or right paddle. It should take as parameters the objects leftPaddle and rightPaddles
10. Contains Game class
11. Game class contains **displayScores()** function draws the scores on the screen
12. Game class contains **setGameMode()** method which sets game on if screen is pressed
13. Game class contains **movePaddles()** method in which
    1. Paddles move up or down when screen touch moves up or down respectively
    2. Left paddle moves only when touching the left part of the screen and right paddle moves only when touching the right part of the screen
    3. Paddles do not leave screen.
14. The game has 2 balls with different **speeds** and **directions**
15. The only global variables are objects of the classes Ball, Paddle and Game
16. There are no magic numbers (fine for the coloring functions like background, fill, stroke)
17. Code looks clean: each line of code on a separate line, all code of the ball grouped together, and then the code for the paddles together, then code for the scores together, etc.

PS: Contact your instructor for help with the above listed areas to check.