Comments

* Good job Lester!
* Few things to note:
* Missing submission details: Reflection essay and Screenshot of your program running.
* Use in built-in variables like the width and height, from which you can devise a fraction to obtain the positions you’ll want for the paddles, the scores, and the ball. The reason this is better than actually having a number as a position is that, for instance you set your leftScoreX = 40; 40 pixels could be different position on a smartphone and it could be different for a laptop screen. But the built in functions width and height, find these respective lengths for any given screen.
* Screen size should be set to full screen and in landscape mode (not portrait mode).
* Try making your ball a different color from the paddles
* Good indentation makes your code clearer and nicer to read. Leaving blank lines between chunks of similar lines of code.

Ways you’ll want to indent and include line spacing. ( read more online to get a better sense of this)

void setup{

doSomething(); // add comments

continueSomething(); // add comments

}

void draw{

doSomething(); // this uses line spacing to group related lines of code

doSomething();

continueSomething(); // another group of functions that perform a related task.

continueSomething();

}

* All the best in your next assignment !