Comments

Lester, Nice work. Just a few things to note

* Whenever the ball bounces off the left paddle, you need to increment the right player’s score and not the left player’s. (In this case, the left player conceded a goal) Vice versa for the right player.
* Also, even though you probably are coding on your phone, you want to write your code such that anyone with any screen size can be able to play your game. An easy way to handle this, is to set your screen to fullscreen in your code, and have variables like paddleWidth, paddleHeight, etc.. be fractions respective to the user’s screen width, and height. Processing uses this in-built parameters, width and height, to automatically determine what these values should be relative to the user’s screen size.
* In this vane, you can now set maybe the user’s paddle height to be about ¼ of his/her respective screen height etc.. likewise for other variables. Thus you should assign actual numbers to these variables.
* Good luck on Assignment 4 !