Comments

You did a really good job Lester. Good use of several functions to outline specific and separate tasks. (ie. Well-decomposed code)

The major issue was your ball could not bounce off both left and right paddles. There was a tiny problem with your **checkRightPaddle()**, **checkLeftPaddle().** Both these functions call your doesOverlap() function which returns a boolean(True or False) depending on whether the ball touches the paddle.

You call **doesOverlap()** with wrong parameters.

**Wrong:**

void checkRightPaddle(){

//Check if there is an overlap

hasOverlapped = doesOverlap(rightPaddleX, rightPaddleY, paddleWidth, paddleHeight, mouseX, mouseY,radius); // this checks whether the mouse position (not the ball position) intersects the paddle

if (hasOverlapped){

//return ball in opposite direction

speedY=speedY\*-1; // you only need to reverse the x direction else the ball moves weirdly

speedX=speedX\*-1;

}

}

**Correct:**

void checkRightPaddle(){

//Check if there is an overlap

hasOverlapped = doesOverlap(rightPaddleX, rightPaddleY, paddleWidth, paddleHeight, ballX, ballY,radius);

if (hasOverlapped){

//return ball in opposite direction

//speedY=speedY\*-1 \*either delete this line or comment this out.\*

speedX=speedX\*-1;

}

}

A common way to find these problems is to think back and repeatedly ask yourself questions about what each line of code related to the problem you’ve identified is actually doing.

Here are some questions pertaining to the above problem to help you identify these problems in the future.

* Q. What’s the problem with the current output of the code?
* A. Ball doesn’t bounce off both left and right paddles, but bounces off top and bottom walls.
* Q. Which part of the current code checks this issue? If current code does not check issue write new code to check it?
* A. Current code checks issue. Where: checkLeftPaddle(), checkRightPaddle()
* Q. Within these specific parts what exactly is each line doing?
* A. hasOverlap() is a boolean variable, depending on the what doesOverlap() returns.
* Q. What is the doesOverlap() function suppose to return? Does it do that? If yes move on to another line?
* Etc..

The key is to get very specific information about the problem, so you narrow down where the problem is likely going to be.

Aside that your code looks good. Try setting your screen size to **fullScreen()**, and use in-built parameters like **width**, **height** for the dimensions of the ball and paddles. Most points lost came from this.

All the best in your next assignment.