Hello Simeon! Kindly check your code and fix these areas

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.

**PS: The left paddle is larger than the right**

1. There are no magic numbers (fine for the coloring functions like background, fill, stroke)

PS:

* Variables for positioning paddles and text should be consistent and relative to the screen. Avoid using hardcoded values(magic numbers). Use fractions of the width and height, or values that will work on all screens aside mobile. It affects the above requirement.

1. Indented code properly: *1 tab at start of all code in setup() and draw()*