Simeon is doing really well overall. Concepts have been picked up and understood appropriately so far.

Areas to check in this submission

1. **checkWall()**function should:

* *set game off if it hits left or right wall.*

2. **In the movePaddles()** function:

* *paddles do not leave screen. Part of the paddles are leaving the bottom of the screen. HINT: Check the constrain() function*

3. Code should be indented properly: *1 tab at start of all code in setup() and draw(),* and in the *if, else* statements