Week 8 Write Up

I decided to make Pong. It involved a little more research than I would have preferred, but overall, I consider it worth the experience. You click to start every round. Player 2 is mouse movement; player 1 is arrow keys. The collision equation was mildly difficult to figure out but makes perfect sense now. I do think that FX, or maybe my use of it in this case, is terrible for game making. Perhaps there’s a better way than I did, but I feel like having actual objects to interact with is better than just drawing over everything every frame.