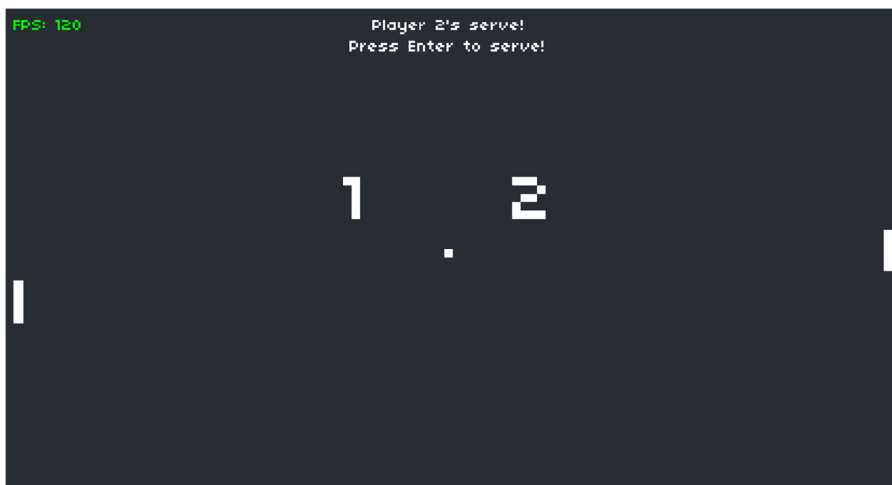


Main Screen



Screen after scoring



"AI" code

```
-- player 2 Ai no cheat
if
  player2:moveDown(ball)
then
  player2.dy = -AI_PADDLE_SPEED
elseif
  player2:moveUp(ball)
then
  player2.dy = AI_PADDLE_SPEED
else
  player2.dy = 0
end
```