CPSC 386 Project One: Pong w/o walls:
due 18 Sep (-01), 20 Sep (-02) at beginning of class

Your name   Eric Edelman

Repository:
https://github.com/ TheSoullessOne/PongNoWalls   /

Finished	Not Finished	Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the assignment's grade.
☒	☐	The Pong screen shows six paddles, a net, the current score of the player and the computer for the game and for the match, and the number of points needed to win a game.
☒	☐	The ball is served at random velocities (angles and speeds) from the net.
☒	☐	The ball must be struck by the paddles to keep it in play. Missing a ball causes the appropriate score to be incremented.
☒	☐	The player's paddles are controlled by the arrow keys; and the computer's by it watching the ball. Slower paddle movement will help the player win more.
☒	☐	The ball makes a sound when it hits a paddle. There is a short winning/losing clip played when a game is won, and a longer one when a match is won/lost.
☒	☐	When the game is over, or the match is over, the player who won is shown.
☒	☐	No issues are shown in PyCharm (all source code screens shown a green checkmark at the top right hand corner).
☒	☐	Image files edited in an image editor (such as Gimp or Inkscape).
☒	☐	Sound files edited in an audio editor (such as Audacity).
☒	☐	Project directory pushed to new GitHub repository listed above
☒	☐	Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page.

Comments: