

Breakdown of the pong game:

What should be in its own class?

1. Screen
2. Ball
3. Players
4. Scoreboard

How should we tackle the problem to get this game up and running?

1. Create the screen
2. Create an move a paddle
3. Create another paddle
4. Create the ball and make it move
5. Detect collision with wall and bounce
6. Detect collision with paddle
7. Detect when paddle misses
8. Keep score