**Project documentation**

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**Purpose and methodology of the game.**

Our initial idea was to create a Ben 10 Game, that would work in almost a similar way as the Super Mario Game. However, due to many bugs that we could not fix due to time constraints, we changed our game to a paddle game that was much easier to implement without as many bugs or errors.

The game is simple. There is a racket or paddle to the right of the screen. A ball appears on the screen with a score of 10 in the middle of the screen. The ball can bounce off the wall of every direction except the wall on the right as this is where the racket is.

The player should move the racket around and make sure that the ball does not get off the wall. The racket is coded such that its position is mouseX and mouseY, that is, its position is the same as the screen’s cursor position. When the ball hits the racket, it bounces off and hits a wall depending on what direction it bounces. Once the ball misses the racket, it goes off the wall, the score decreases by one, and a new ball appears. Once the score decreases to zero, the game ends and the screen exits.