

Return true value when

the two areas of between the straight vertical line on both ends of the ball and paddle, and the straight horizontal lines atop and beneath the ball and paddle are intersecting.

Repeat for each paddle

For different direction bounces

Return true value when

The areas between the ball and a segment of the paddle ($1/2$ or $1/3$) divided by horizontal and vertical lines in sprite divisions ($\frac{1}{2}$ sprite height) .

Depending on which area the ball makes contact with, change the bounce will be chosen.

(further modifications could come in the speed it moves through the X after the bounce through random generation?)