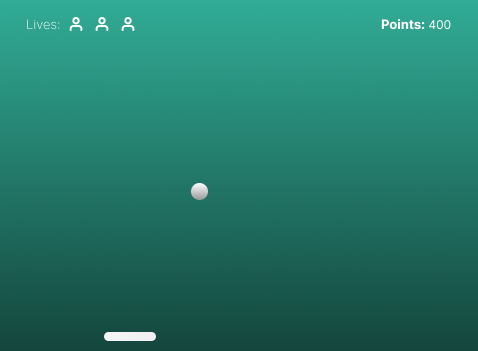
App: Ball and Paddle

Date: March 3rd, 2023  
Domain: <DOMAIN\_NAME>

GitHub: https://github.com/codeadamca/<REPO\_NAME>

# Application Purpose:

In this classic arcade-style game, players control a paddle at the bottom of the screen, which they move horizontally to prevent a ball from falling to the ground. The ball drops from the top of the screen, and the player's objective is to keep the ball in play for as long as possible by bouncing it off the paddle. As the game progresses, the ball's speed increases, adding to the challenge. The player is provided with three lives, and losing a life occurs when the ball touches the ground without being intercepted by the paddle.



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# Front-End:

Front end facing application will include the following features:

* A screen, with a base and a ball.
* Also it has a background green gradient.
* It would show a score line and a lifeline.

Instructions will look similar to this:

* Use the arrow keys or mouse to move the paddle horizontally.
* Intercept the falling ball with the paddle to prevent it from hitting the ground.
* Each time the ball bounces off the paddle, the player scores points.
* The game ends when the player loses all three lives by allowing the ball to fall to the ground

Scoring

* Points are scored every time the ball makes contact with the paddle.
* The number of points earned per bounce may increase as the game progresses or may remain constant.
* Some versions of the game may award bonus points for consecutive bounces without missing the ball.
* Player wins when they hit a particular target score and player loses if they lose the ball and lose all they’re lives.

Conclusion

In conclusion, Ball and Paddle is a game that challenges players to keep a ball in play using a horizontally moving paddle. With increasing ball speed and limited lives, players must demonstrate quick reflexes and precise control to score points while avoiding losing lives. Its simple pursuit of high scores make it a favorite among gamers.