PingPong Game Documentation

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1. Introduction:
The Ping Pong game is a two-player game where each player controls a paddle. The goal of the game is to hit the ball with the paddle and score points by making the ball pass the opponent's paddle.

2. Dependencies:
The Ping Pong game code utilizes the following external libraries:
- turtle: This library is used for graphics and provides a simple way to create graphical windows and draw shapes. However, there are no classes defined because I don't know how to use classes exactly, so I tried my best to do this without classes.

3. Functionality:
- The game window is created using the turtle module. It has a black background and a size of 800x600 pixels.
- A screen divider is drawn at the centre of the window using a turtle object. It consists of a series of dotted lines.
- Two paddles are created using turtle objects. One paddle is positioned on the left side, and the other on the right side of the window.
- The left paddle can be controlled using the "w" and "s" keys, and the right paddle can be controlled using the "Up" and "Down" arrow keys.
- A ball is represented by a turtle object and is placed at the center of the window. It moves in a diagonal direction.
- The ball bounces off the paddles and the top and bottom borders of the window.
- When the ball passes the left or right border, a player scores a point, and the ball is reset to the center.
- The scores of both players are displayed at the top of the window using a turtle object. The scores are updated whenever a player scores a point.
- A sound effect is played whenever the ball collides with a paddle.

4.Usage:
- Ensure that the turtle library is installed before running the code.
- Run the code, and the game window will open.
- Control the left paddle using the "w" and "s" keys.
- Control the right paddle using the "Up" and "Down" arrow keys.
- The game continues until you close the window.