ECE282 Ping Pong Project

Austin Sypolt

There were 3 problems found with the game.

First the paddle was not probably updating its position and just increasing the length in the y direction. This was fixed by removing the ends of the paddle upon the position updating.

The second problem was that the ball continues to show its full path and all positions it was at prior to its current position. This was fixed by filling the previous positions with a black pixel. This was done by finding out that the previous location of the ball is at (ball.py – ball.dy, ball.xy – ball.xy).

The final problem was that the hits