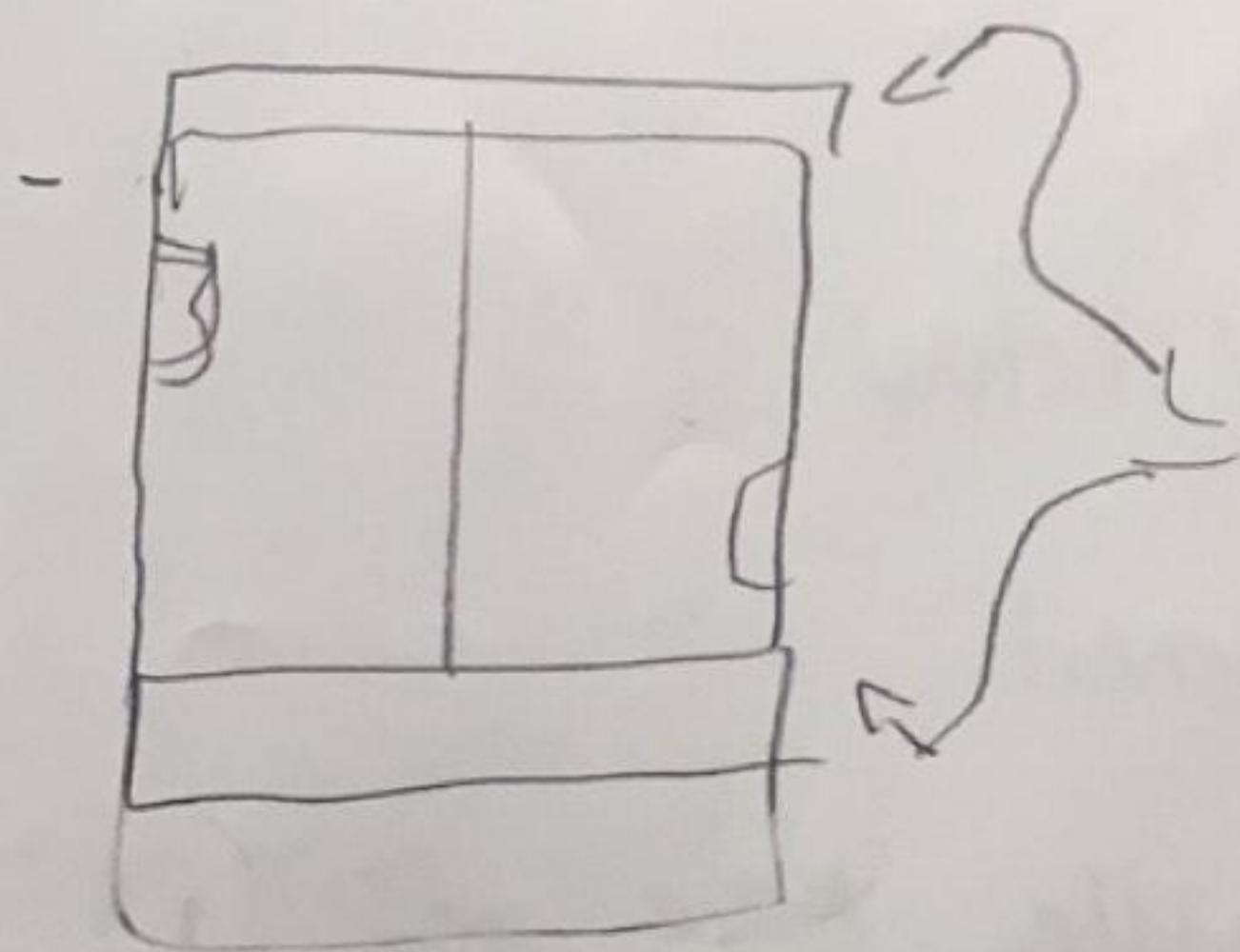
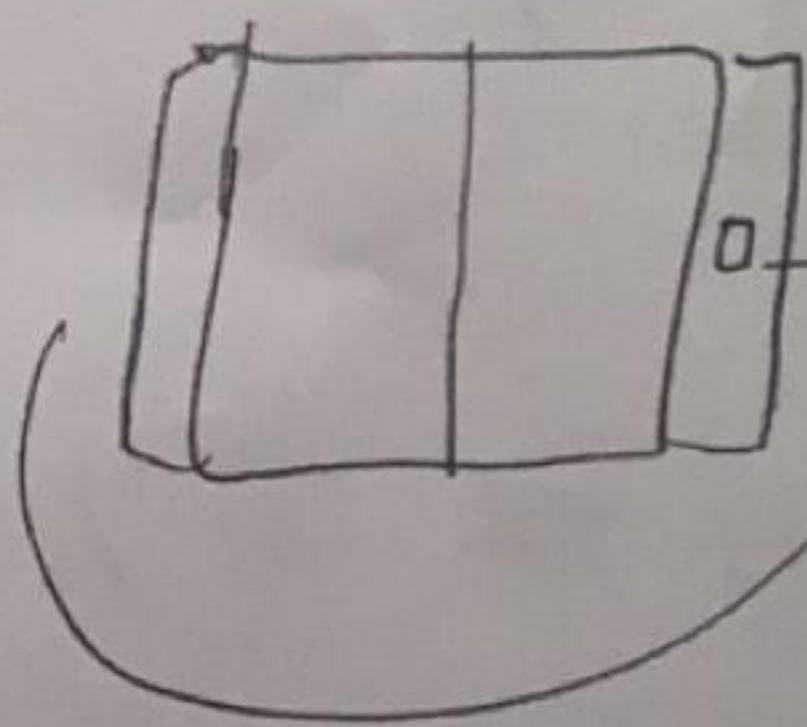


- add top and bottom bound



off screen, solid rectangle, ball will hit top and bottom and bounce.

- when ball falls off screen, redraw back in middle



when ball hits rec, make code that will trigger when ball goes in rectangle

- do comment codes