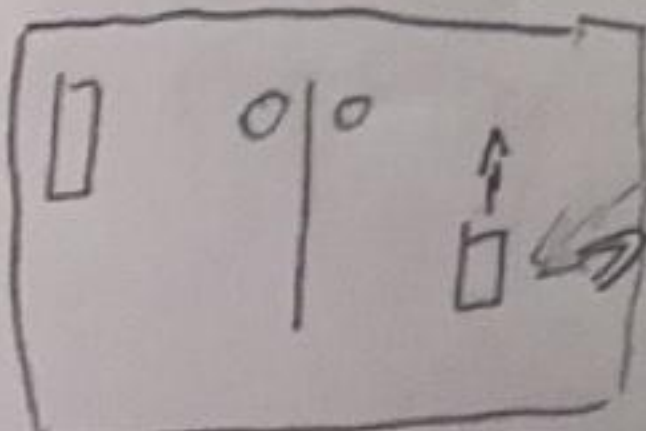


checklist:

- Github setup
- Game process work/sketches
- Set up ball movement
- make player paddle move with set keys, (up, down arrow for movement)
- Set up AI paddle, automatically goes up and down.

-  when AI paddle hits ~~the~~ ceiling, it goes back down.

- Create UI to update when player gets point

