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Final game Pseudo code

#Pong Game

Import pygame, time

Initialize pygame

Pygame.init()

# Constants

Width height

Park purple

Ball speed

Paddle speed

Time limit

# Set up the display

screen = pygame.display.set\_mode((WIDTH, HEIGHT))

pygame.display.set\_caption("Pong Game")

# Class for the paddles

class Paddle:

def \_\_init\_\_(self, x, y):

self.rect = pygame.Rect(x, y, 10, 100)

def move(self, dy):

self.rect.y += dy \* paddle speed

if self.rect.top < 0:

self.rect.top = 0

if self.rect.bottom > height

self.rect.bottom = height

# Class for the ball

class Ball:

def \_\_init\_\_(self):

self.rect = pygame.Rect

self.dx = ball speed

self.dy = ball speed

def move(self):

self.rect.x += self.dx

self.rect.y += self.dy

if self.rect.top <= 0 or self.rect.bottom >= height:

self.dy = -self.dy

# Main function

def main():

clock = pygame.time.Clock()

paddle1 = Paddle

paddle2 = Paddle

ball = Ball()

score1, score2 = 0, 0

start\_time = time.time()

while True:

screen.fill dark purple

elapsed\_time = time.time() - start\_time

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

return

keys = pygame.key.get\_pressed()

if keys[pygame.K\_w]:

paddle1.move(-1)

if keys[pygame.K\_s]:

paddle1.move(1)

if keys[pygame.K\_up]:

paddle2.move(-1)

if keys[pygame.K\_down]:

paddle2.move(1)

ball.move()

if ball.rect.colliderect(paddle1.rect) or ball.rect.colliderect(paddle2.rect):

ball.dx = -ball.dx

if ball.rect.left <= 0:

score2 += 1

ball = Ball()

if ball.rect.right >= width:

score1 += 1

ball = Ball()

# Display score and time limit

font = pygame.font.Font

score\_text = font.render

time\_text = font.render(

screen.blit(score\_text,

screen.blit(time\_text,

if elapsed\_time >= time\_limit:

break

pygame.draw.rect

pygame.draw.rect

pygame.draw.ellipse

pygame.display.flip()

clock.tick(60)

pygame.quit()

if \_\_name\_\_ == "\_\_main\_\_":

main()