

This folder contains a Python program for the pong arcade game using the turtle graphics.

The paddles move up and down in a 800 x 600 pixel black screen with the help of the keyboard keys (up, down arrow keys for the right paddle, w and s keys for the left paddle).

The ball bounces when it touches the upper and lower walls of the screen or the paddles.

If the ball crosses the right wall of the screen, the left player gets 1 point and the game starts again. The same applies to the right player if the ball crosses the left wall.

