* The first home/welcome screen displays the instructions
  + The way I laid out the text and button, I thought it was ideal use of the spacing of the background court image I used and I thought the angled layout was unique and cool.
  + NOTE: once the game is won, it will not let you start a point so you must restart from the main menu
  + NOTE: the collision detection between the players and the ball is not flawless: when the ball collides against the sides of the players, it might get kind of stick, but eventually if you leave it or if you move around a little with the arrow keys, it will move somewhere. This was because I could not figure out exactly how to tell which side it hits so that I could switch the X/Y direction.
* A user can player or start a new game
* A user can choose from the available set players or create their own player
  + NOTE: when creating a new player, there is an issue with the focusing of the player selecting combobox so when you click create after typing the name, the code already sets the new player as the selected player. So just remember to choose the difficulty right after. Do not try to use the combo box as it will not do anything.
* The difficulty of the game can be changed choosing one of the two modes
  + NOTE: “Unbeatable” actually means unbeatable. You can try playing, but it is almost impossible, unless if you’re up for the challenge ☺. The reason why this was because I found it very difficult to implement actual, proper AI so this was the compromise I came up with. It is possible to score points, but I have never won, FYI.
* Since I am creating a tennis themed pong game, there is no applicability for a background larger than the stage where it is scrollable
  + Instead I have implemented an enemy AI the user can play against
* For my NPC implementation, I have an umpire that declares the game score/info like a real umpire in tennis so the NPC is active and the user’s interactions affect the NPC

Extra:

* I used a pause transition to sort of act as thread waiting for the dialog in the beginning to start the umpire saying the score at 0:0 after 3 seconds of selecting a player.
  + NOTE: In order for this to work properly in the beginning, wait around 3 seconds before you press ENTER
* Added cheer and boo sounds if player or enemy wins respectively