Game Objective:

1. Hit the ball so that the cpu paddle can’t return it
2. The cpu will try to return the ball when you hit it
3. Advance through levels to achieve a higher score

Game Controls/ Options:

1. When starting a game, you will be prompted to either continue from your save file or reset your save file.
2. Before each round, you are able to see some stats and the current level on a screen. Press the spacebar key to start a round.
3. Once in the game, use the left arrow key to move your paddle counterclockwise and the right arrow key to move it clockwise.

Rules:

1. To win a round, the player paddle must have been the last paddle to touch the ball before it went out.
2. The game is designed to challenge the player to come up with strategies to outsmart the cpu. This includes hitting the ball in unconventional ways.

Features:

1. Adaptive level progression based on the number of bounces it takes for the player to beat the cpu
2. Automatic game saves after each round
3. Continue from save file
4. Difficulty progression affecting ball speed, ball size, cpu paddle speed, and player paddle size.
5. Semi-randomized cpu speed.

Technical Details Used:

1. **Module**. Uses GameSetup module.
2. **Command line arguments**. User prompted whether to continue or reset
3. **Object oriented**. Uses classes for ball and paddle.
4. **File handling**. Saves and reads from playerdata file.
5. **Advanced logic**. Level progression adapts to how many bounces it takes for the player to beat the computer. The computer becomes faster and other factors change for the game to become more difficult.