Pseudocode for the Processing Summative Project.

Start

Initialize integers to make the ball move and bounce

Initialize integers to make the paddles move

Initialize integers to set the scores

Boolean up and down for the paddles

Set size of the display window to 1000 by 800 pixels

Set background color to black

Set fill to be colored white

Draw paddles

Draw balls

Draw borders

Set text to “MULTIPLAYER PONG” for a title

Set both scores to 0

If the ball’s x reaches either the left or right side, then bring the ball back to the middle of the screen and increase either Score1 or Score2

If mouse is pressed, then add speedX and speedY to the ball //Starts the game

If the up arrow key is pressed, then move the right paddle up

If the down arrow key is pressed, then move the right paddle down

If the “w” key is pressed, then move the left paddle up

If the “s” key is pressed, then move the left paddle down

If the ball touches a paddle, then speedX is multiplied by -1

If the ball touches the top or bottom, speedY is multiplied by -1

If the paddles touch the top or bottom, then do not let it move up or down anymore

End