Pong Arcade game draft

Player A: Score ⬜ timer in the middle **Player B: Score** ⬜

Ball
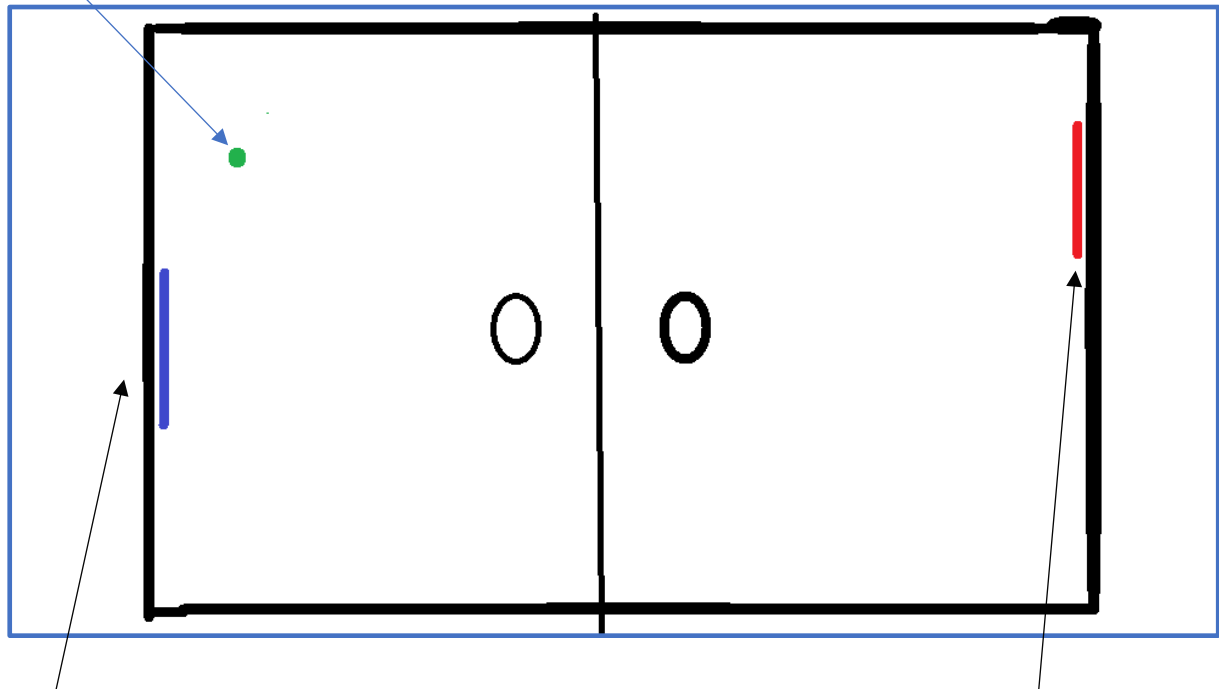
Paddle A

Paddle B

- o **how to play the game**

    We will create 2 paddles A and B on the left and right side of the screen

- o Other features to include: 2 variables for the score and direction of the ball. Why?
    - ⸺ To move the "sprites"
    - ⸺ To intercept the collision among ball and sprites
    - ⸺ To intercept when the ball goes out of the screen
    - ⸺ To intercept when the 'bar' and touch the limit of the screen

YOU SCORE ONCE A BALL HITS A PADDLE