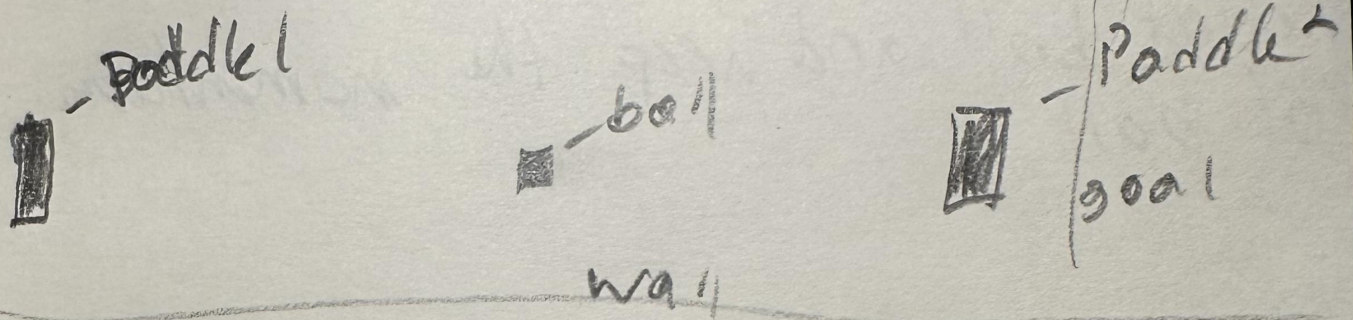


Pong

- 2 Paddles and 1 ball
- is A-I and 2 player
- Shoot ball in random direction



- AI - check if ball is moving toward Paddle 2
- get ball location
 - move towards ball to intercept

Ball

- Start = launch ball in a random direction
- bounce off paddles and walls
 - if goal reset ball position and paddle positions

Paddles

- wand s for player 1
- if player 2 use arrow keys

Scoring

-if ball enters Score area increase
Score by 1 for appropriate Player

wall

deflect ball and keep the momentum
of ball