

# HINTS

---

It may be helpful to use global variables to track the state of the ball and board.

You can also write your own vector class and override the + and - operators. This may prove helpful, but is not necessary (and is outside the scope of the class. If you are interested, please ask a TA)

If you are having trouble getting started, we suggest the following workflow: 1) Implement the draw method so you can draw circles. Then, you can use the UI to debug your code. 2) Implement the draw method so you can draw paddles. With that, the UI can draw the test cases, so you can see how your tests are working.

3) Work on the simulate code.

a) First you want to write the wall-bouncing code. b) Next, simulate collisions off of the paddles c) Finally, figure out how to implement scoring.

Tada! Now you can play 6.S04pong!