

I am providing an image showing the visual style I want for my upgraded Pong game.  
I already have a fully working Pong game built in:

- **Python 3.13.x**
- **arcade==3.3.3**
- A structured project directory
- Multiple modules (game window, sprites, scenes, etc.)
- Working menus and game logic

**Your task is to upgrade ONLY the graphics and presentation layer while keeping all existing game logic fully intact.**

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## ✓ Follow These Rules

### 1. Keep my current code structure

Do **not** rewrite my game from scratch.

You must integrate upgrades into the following areas ONLY:

- Rendering system
- Sprite appearances
- Background / environment
- UI visual design
- Shaders (if applicable to arcade 3.3.3)
- Particle and glow effects
- Motion trails
- Menus and overlays

### 2. Preserve untouched:

- Game mechanics
- Scoring
- Player input
- Collision logic
- Physics behavior (unless visual-only changes are required)
- Directory layout
- Class names and file names (unless adding new modules)

## ✓ Theme & Visual Style (From Attached Image)

Rebuild the visual look to match:

- Retro-futuristic neon cyber-city
- Purple/blue/pink neon palette
- Glow effects
- Perspective grid floor
- Slight atmospheric depth haze
- Bright outlines around paddles and ball
- Fake 3D or shaded look

## ✓ Upgrades You Must Add

### 1. Neon City Background (based on attached image)

- Add a new background texture or layered drawing
- Add depth (foreground grid + distant skyline)

### 2. Pseudo-3D Paddle and Ball Graphics

- Gradient shading
- Soft glow
- Optional: light bloom using arcade shaders if compatible

### 3. Ball Motion Blur Trail

- Smooth fading trail that matches speed
- Neon color that blends with the grid/palette

### 4. Neon UI Overhaul

Upgrade all menus to match the neon-city aesthetic:

- Main Menu
- Pause Screen
- Game Over Screen
- Title text
- Buttons
- Score UI

All should match the palette and glowing style.

### 5. Minimal Code Invasion

All updates should be done by:

- Extending existing classes
- Overriding draw functions
- Adding helper modules
- Adding assets
- Adding shaders if beneficial

Do **not** break or rewrite the underlying game.

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## ✓ Output I Want From You

1. **A step-by-step modification plan**
    - Specific files to modify
    - Where to insert new code
    - What new modules to add (if any)
  2. **Upgraded code blocks** for only the parts that change
    - draw methods
    - sprite shading
    - background rendering
    - UI updates
    - motion blur system
    - shader setup
  3. **Asset instructions**
    - How to use the provided image
    - Any necessary resizing or reformatting
    - Where to place assets in the project directory
  4. **No rewriting the whole game**, unless I explicitly ask for a full overhaul later.
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## ✓ Attached Image

Use the attached image ONLY for visual/style references—not for new game logic.

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**When ready, produce the step-by-step plan, then the updated code segments, and then the asset instructions.**