First, I created a player actor. I intended for its movement to be based upon on screen buttons. However after much research and testing (<https://www.youtube.com/watch?v=OSdWyHsNWDA>

https://www.youtube.com/watch?v=HSyosIWJE-4) using both integer and Boolean attributes, it appeared this method of movement would not work. Instead I tied the movement of the player to the ‘w’ and ‘s’ keys. I then introduced the player 2, which moved using the up and down arrow keys. For the ball, I created a small square that had an initial motion forcing it to move to the player. I then introduced rules that forced it to rebound at random angles when touching a player or wall (<http://forums.gamesalad.com/discussion/54454/how-to-make-something-bounce-off-walls>

<https://www.youtube.com/watch?v=swhRcwZoHc8>

). After much more testing and research to simulate a bot, I decided that as a single player mode, I would introduce a wall that the player would play against to see how long they last.

Git repository: https://github.com/michael-edgar/Pong