

<b>Board</b>	
<ul style="list-style-type: none"><li>• Draws background</li><li>• Sets screen bounds</li></ul>	<ul style="list-style-type: none"><li>• Pawns</li><li>• Actors</li></ul>

Edit card #1

×

↓

<b>Ball</b>		Actor
<ul style="list-style-type: none"><li>• Check for collision</li></ul>	<ul style="list-style-type: none"><li>• Paddle Class</li><li>• Paddle AI</li><li>• GameState</li></ul>	

Edit card #2

×

↑

↓

<b>PlayerPaddle</b>		Pawn
<ul style="list-style-type: none"><li>• Controllable Movement</li><li>• Check for collision</li></ul>	<ul style="list-style-type: none"><li>• Ball</li><li>• HUD</li><li>• Board</li></ul>	

Edit card #3

×

↑

↓

<b>AI Paddle</b>		Pawn
<ul style="list-style-type: none"><li>• Movement</li><li>• Check for collision</li></ul>	<ul style="list-style-type: none"><li>• Ball</li><li>• HUD</li><li>• Board</li></ul>	

Edit card #4

×

↑

↓

<b>GameMode</b>	
<ul style="list-style-type: none"><li>• Begin game play</li></ul>	<ul style="list-style-type: none"><li>• Ball</li><li>• HUD</li></ul>

Edit card #5

×

↑

↓

HUD

- Display score

- Ball
- Game State

Edit card #6

×

↑

↓

Game State

- Reset matches
- Detect if game is in play
- Track and update score
- Set the ball for game to begin

- Ball
- Game Mode
- HUD

Edit card #7

×

↑