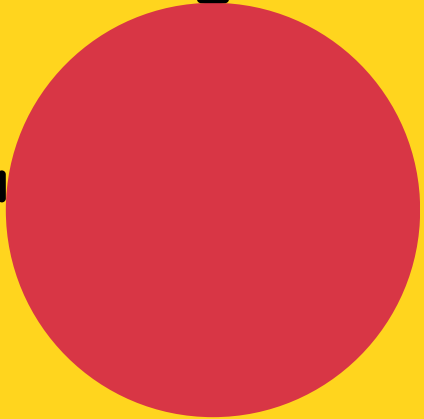


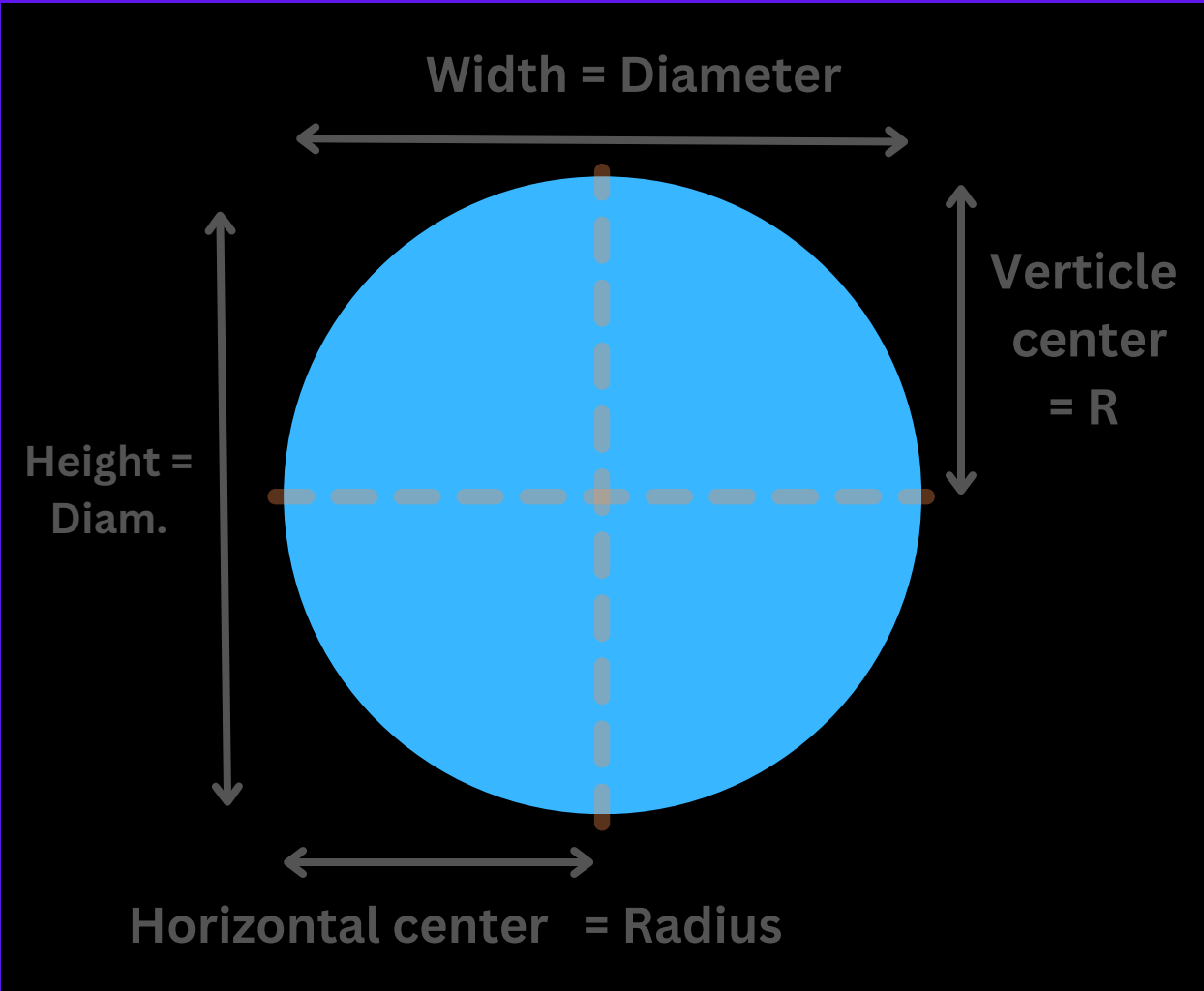
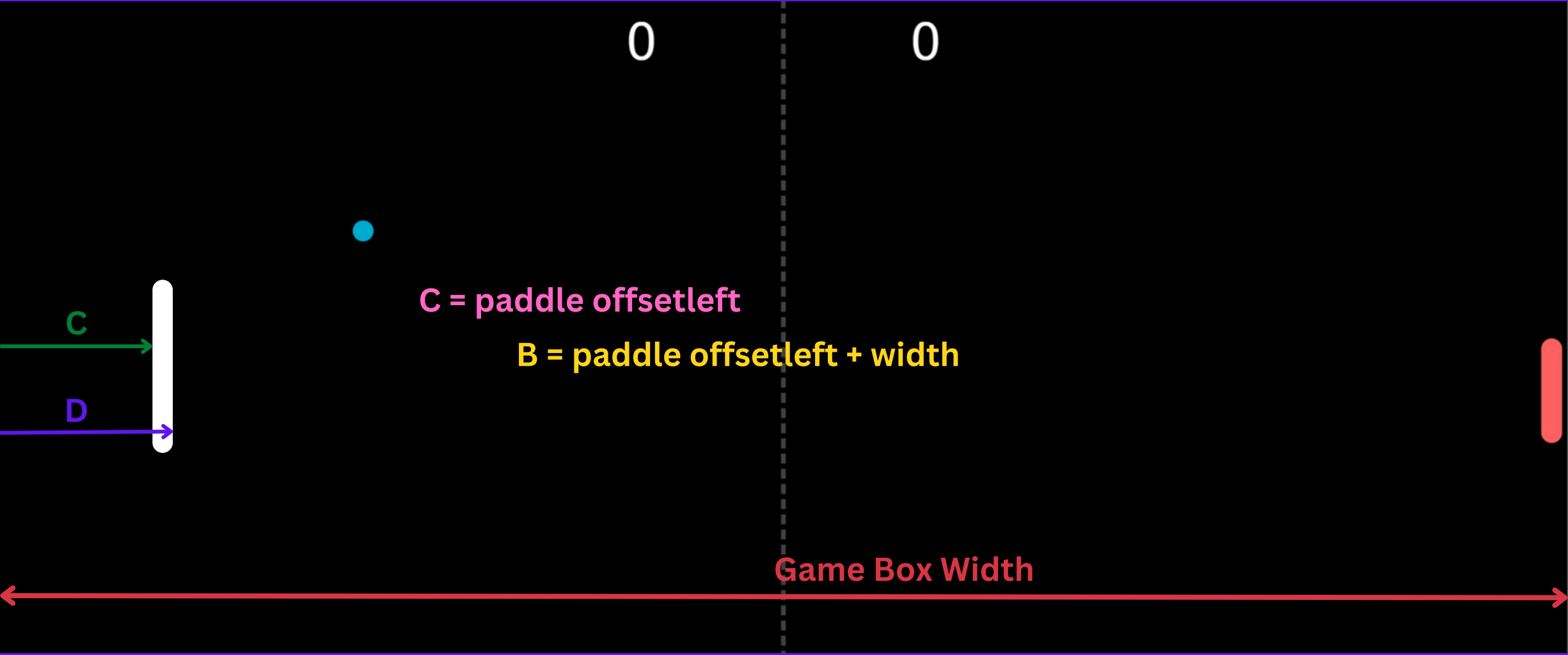
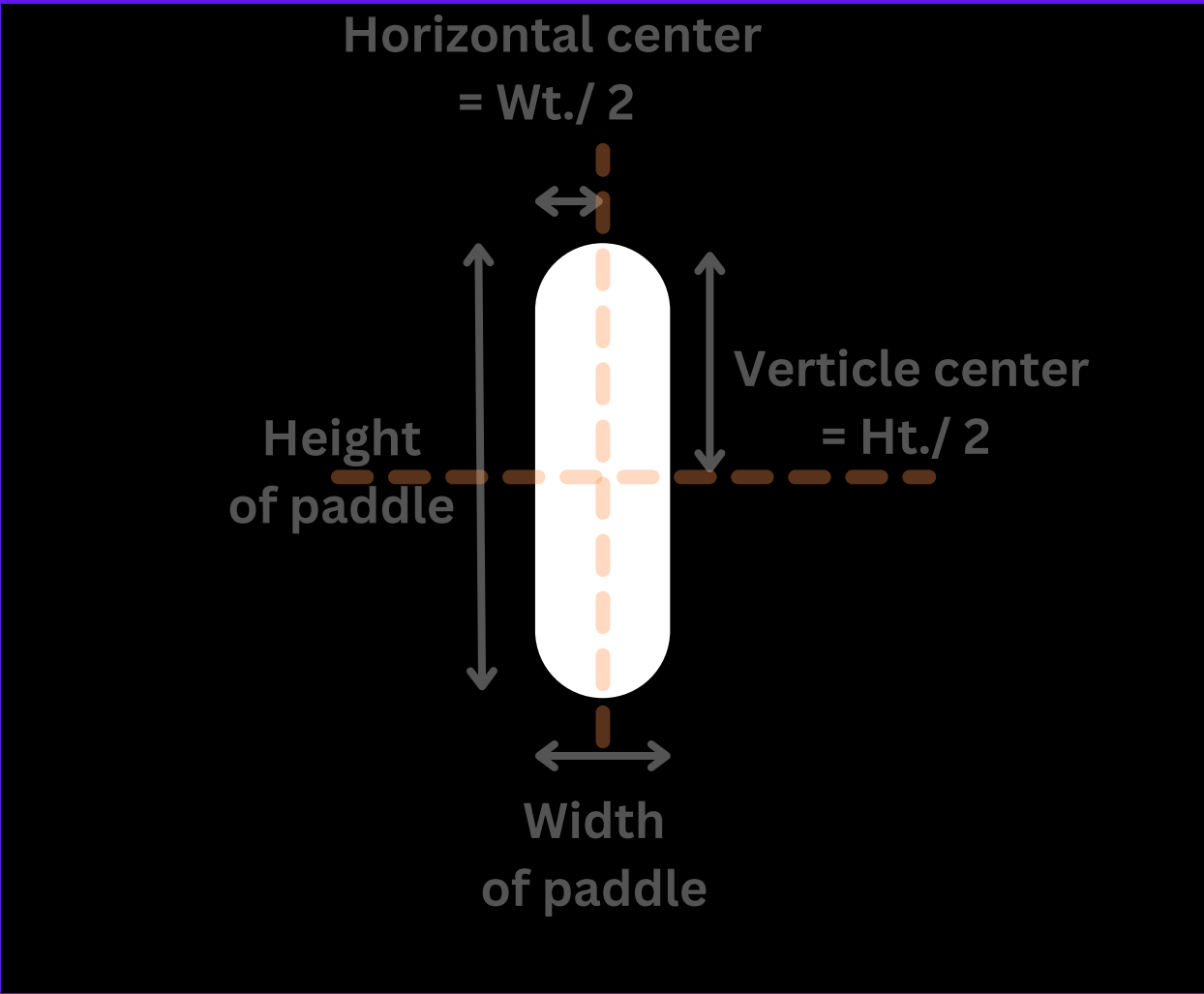
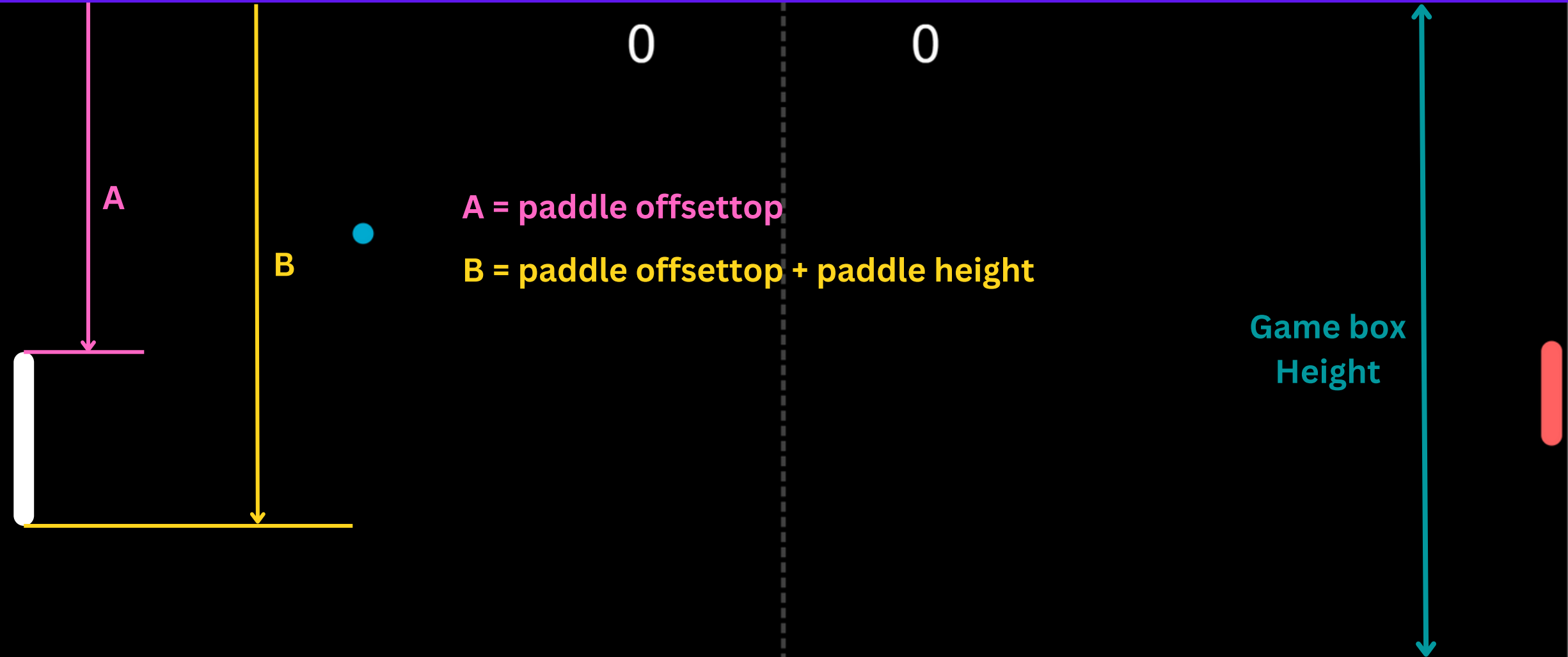
OFFSET

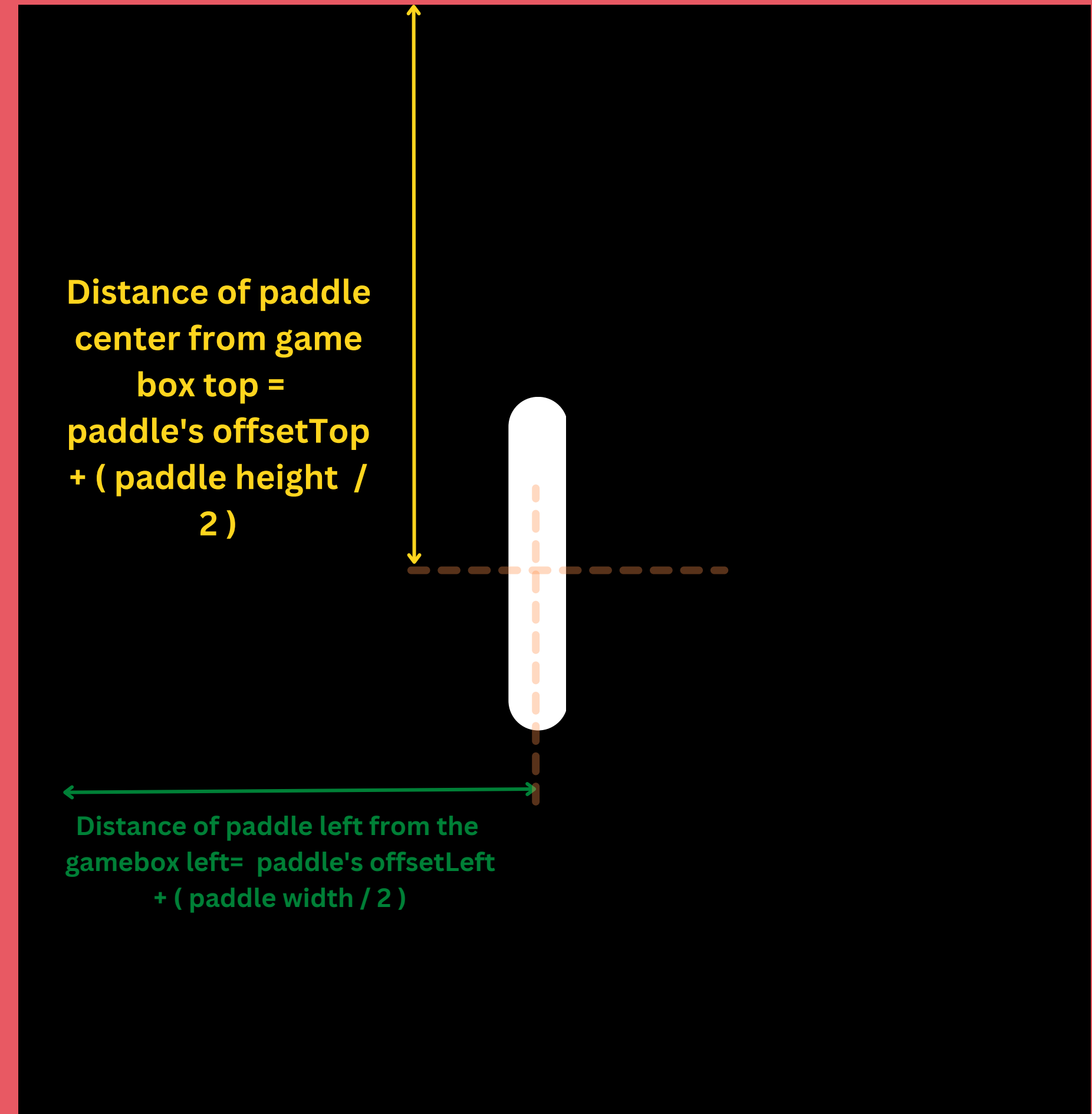
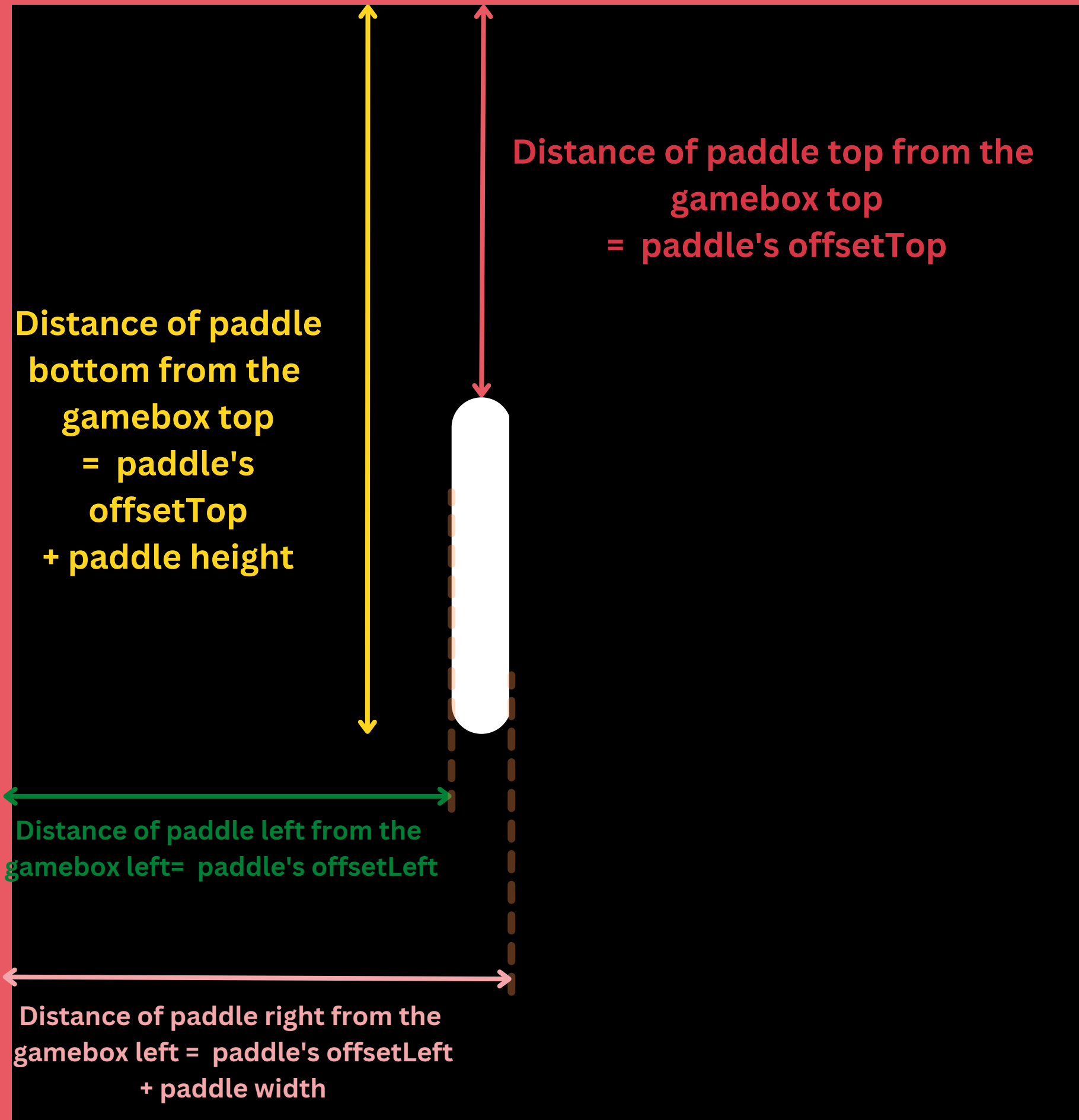
gamebox

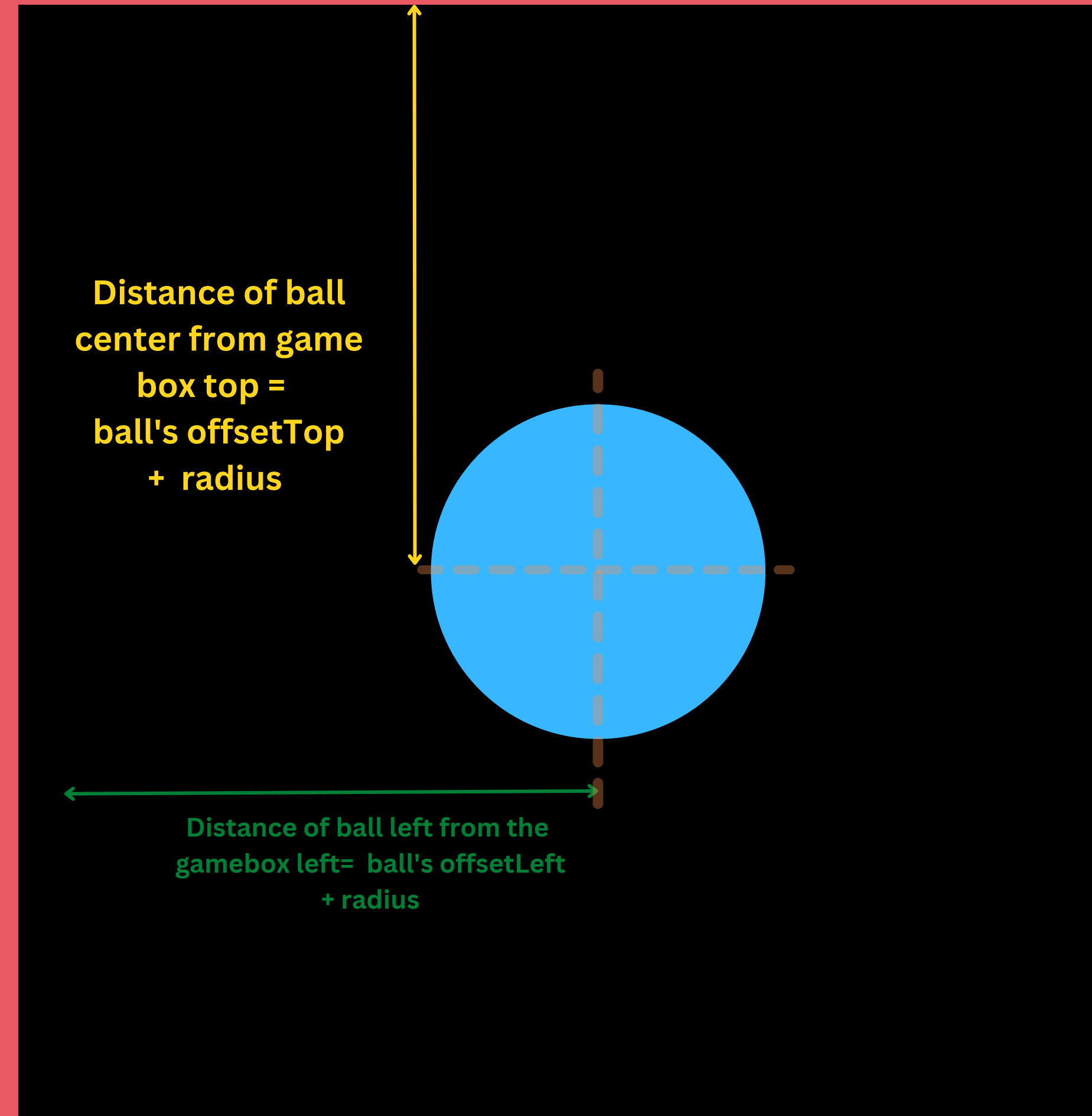
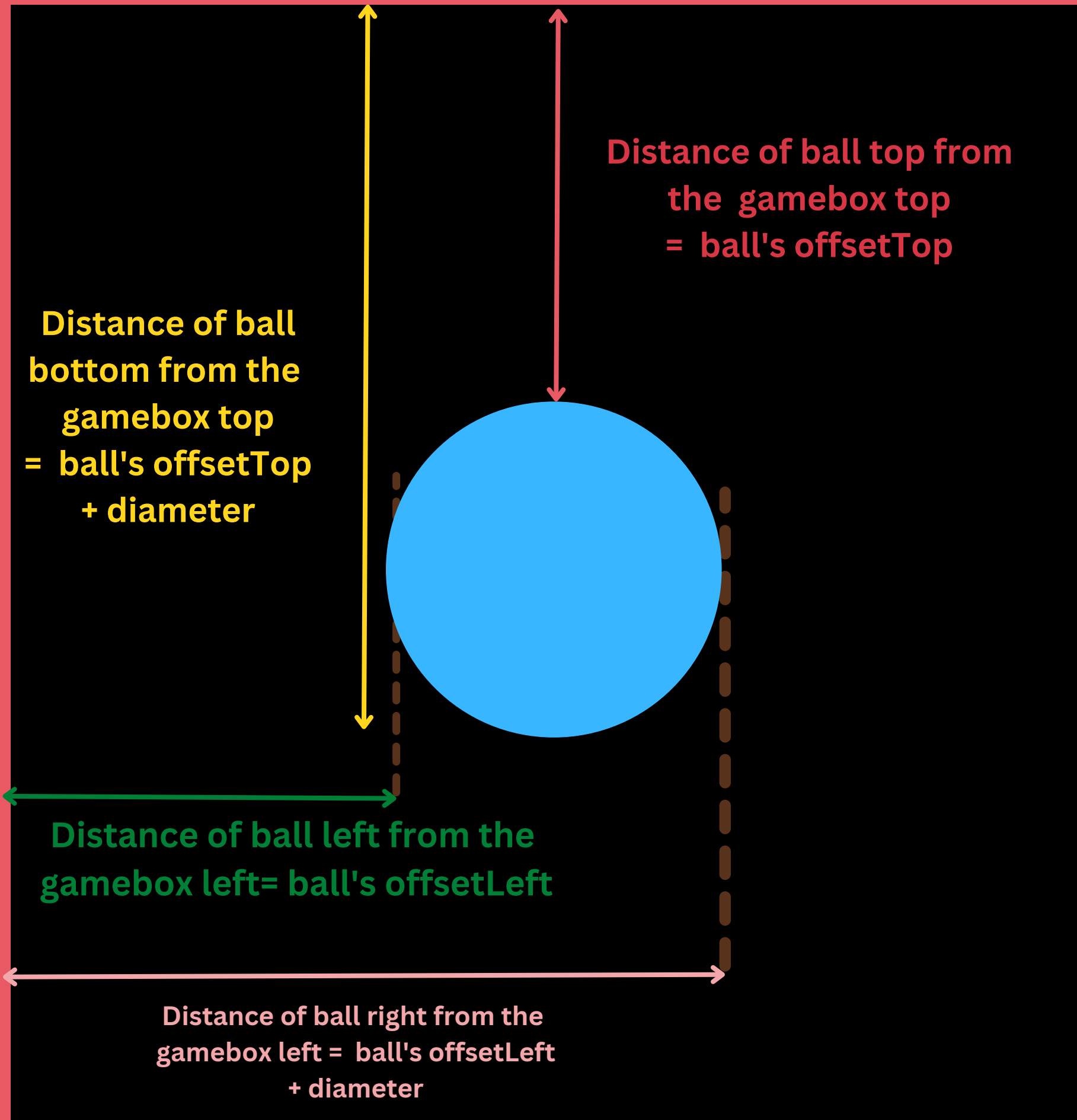
ball offset top

ball offset left



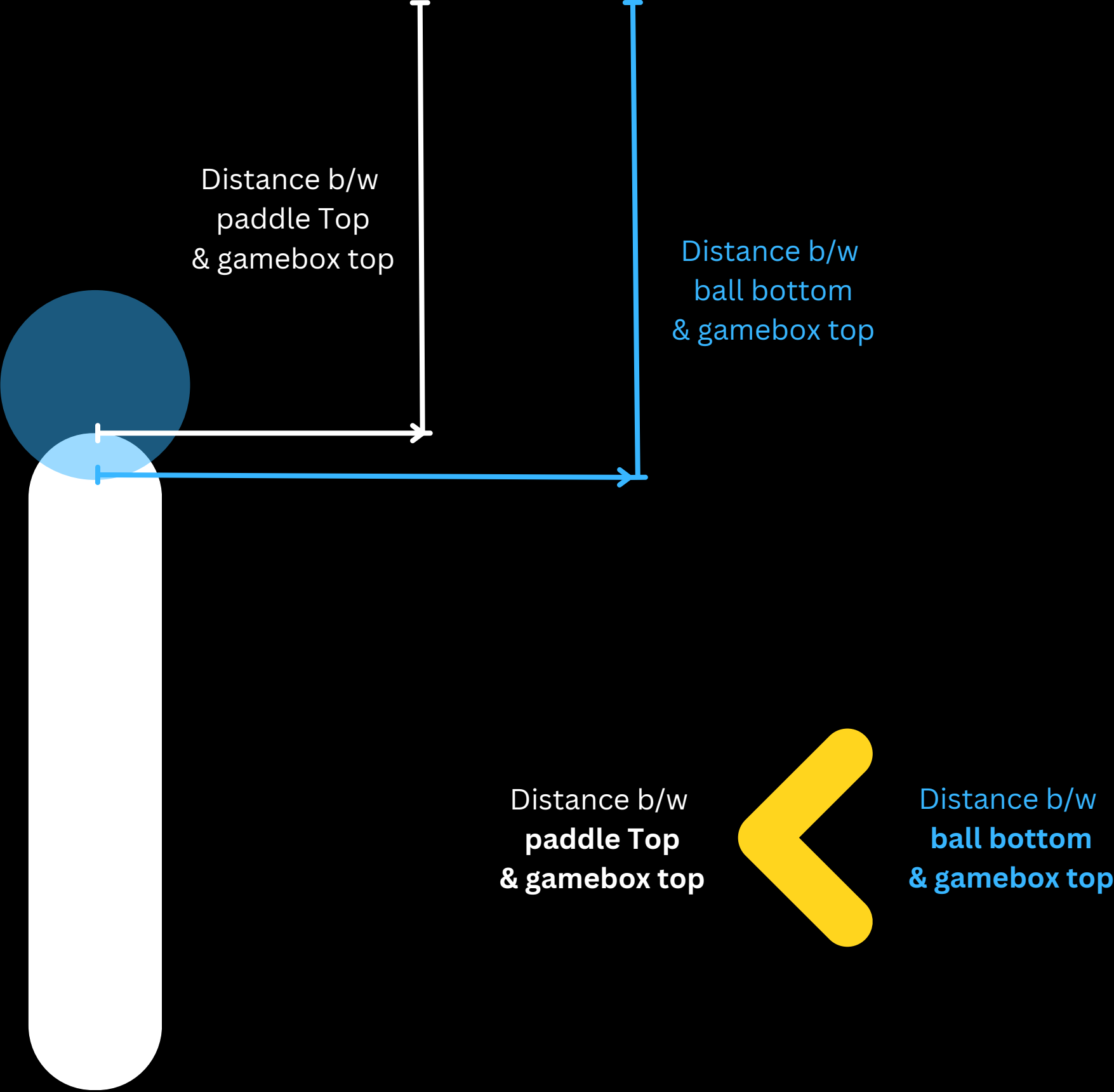






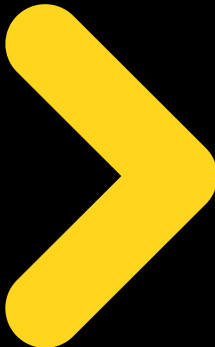
COLLISIONS

1



2

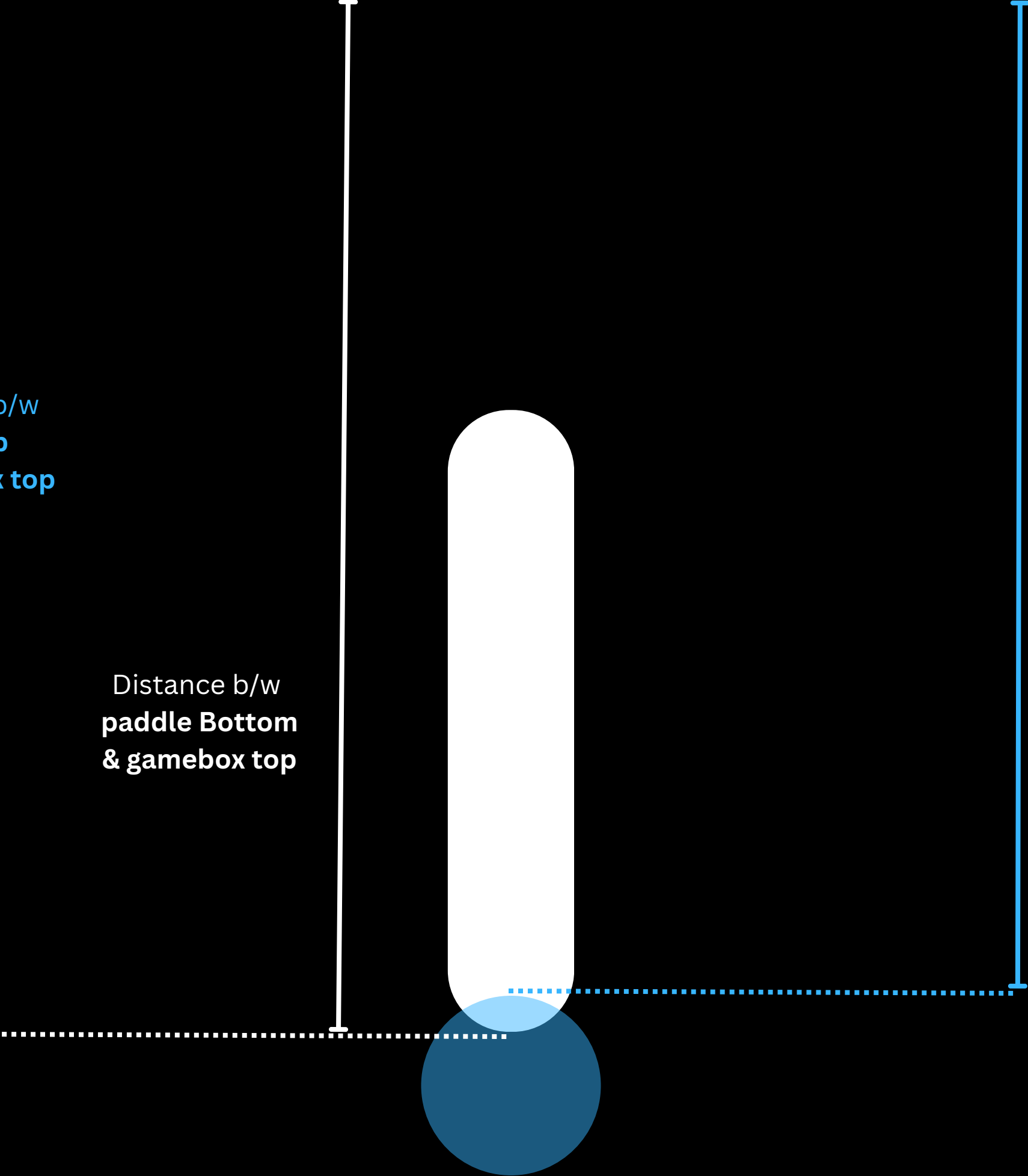
Distance b/w
paddle Bottom
& gamebox top



Distance b/w
ball top
& gamebox top

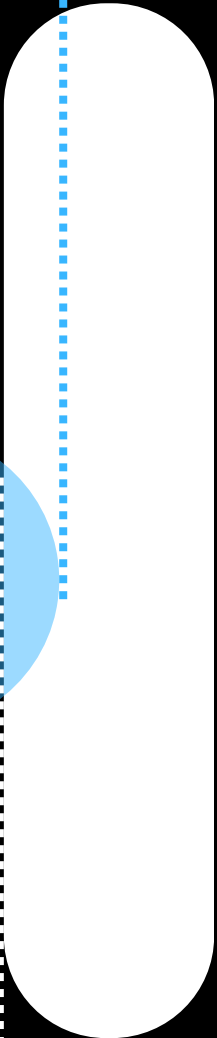
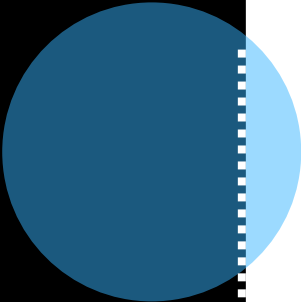
Distance b/w
paddle Bottom
& gamebox top

Distance b/w
ball top
& gamebox top



3

Distance b/w
ball right
& gamebox left



Distance b/w
paddle left
& gamebox left

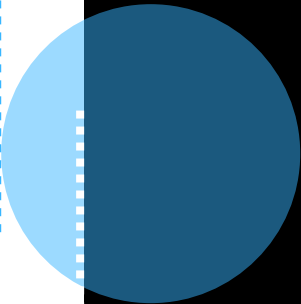
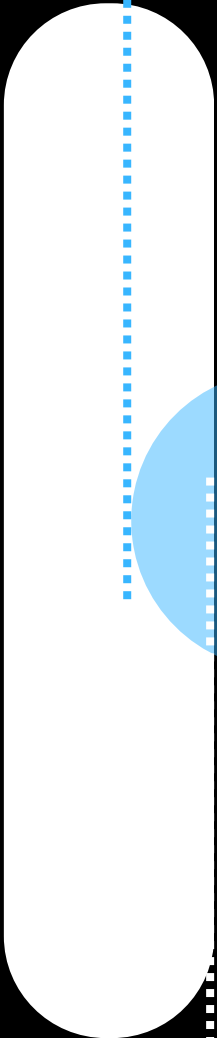
Distance b/w
paddle left
& gamebox left



Distance b/w
ball right
& gamebox left

4

Distance b/w
ball left
& **gamebox left**



Distance b/w
paddle right
& **gamebox left**

Distance b/w
paddle right
& gamebox left

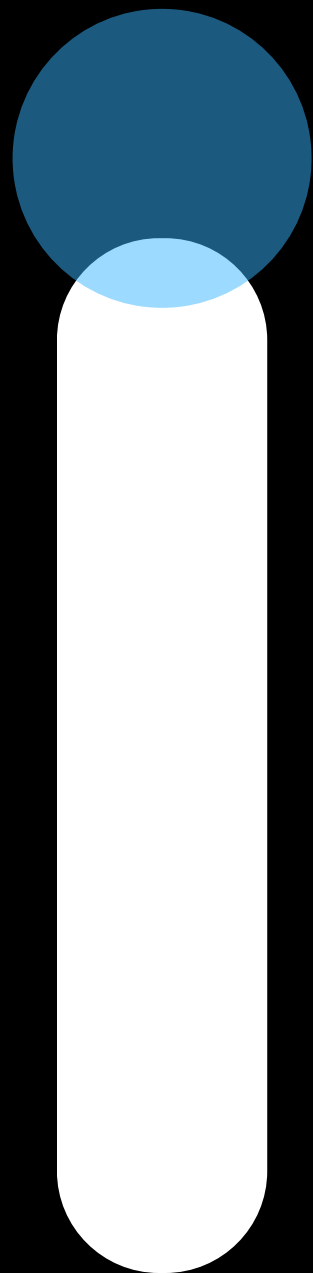


Distance b/w
ball left
& gamebox left

Distance b/w
paddle Top
& gamebox top



Distance b/w
ball bottom
& gamebox top



Distance b/w
paddle Bottom
& gamebox top



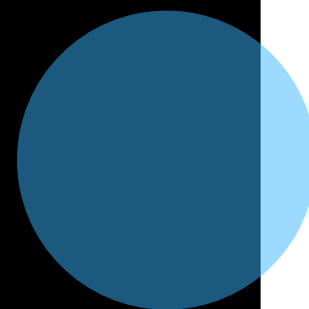
Distance b/w
ball top
& gamebox top



Distance b/w
paddle left
& gamebox left



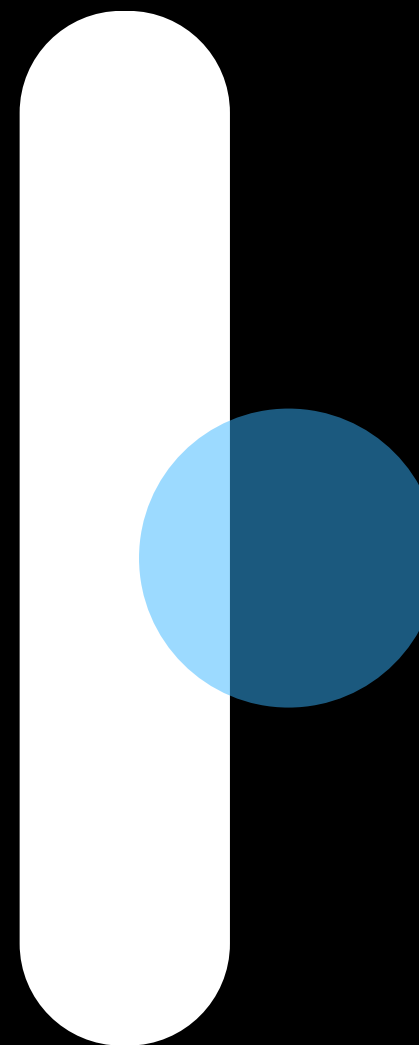
Distance b/w
ball right
& gamebox left

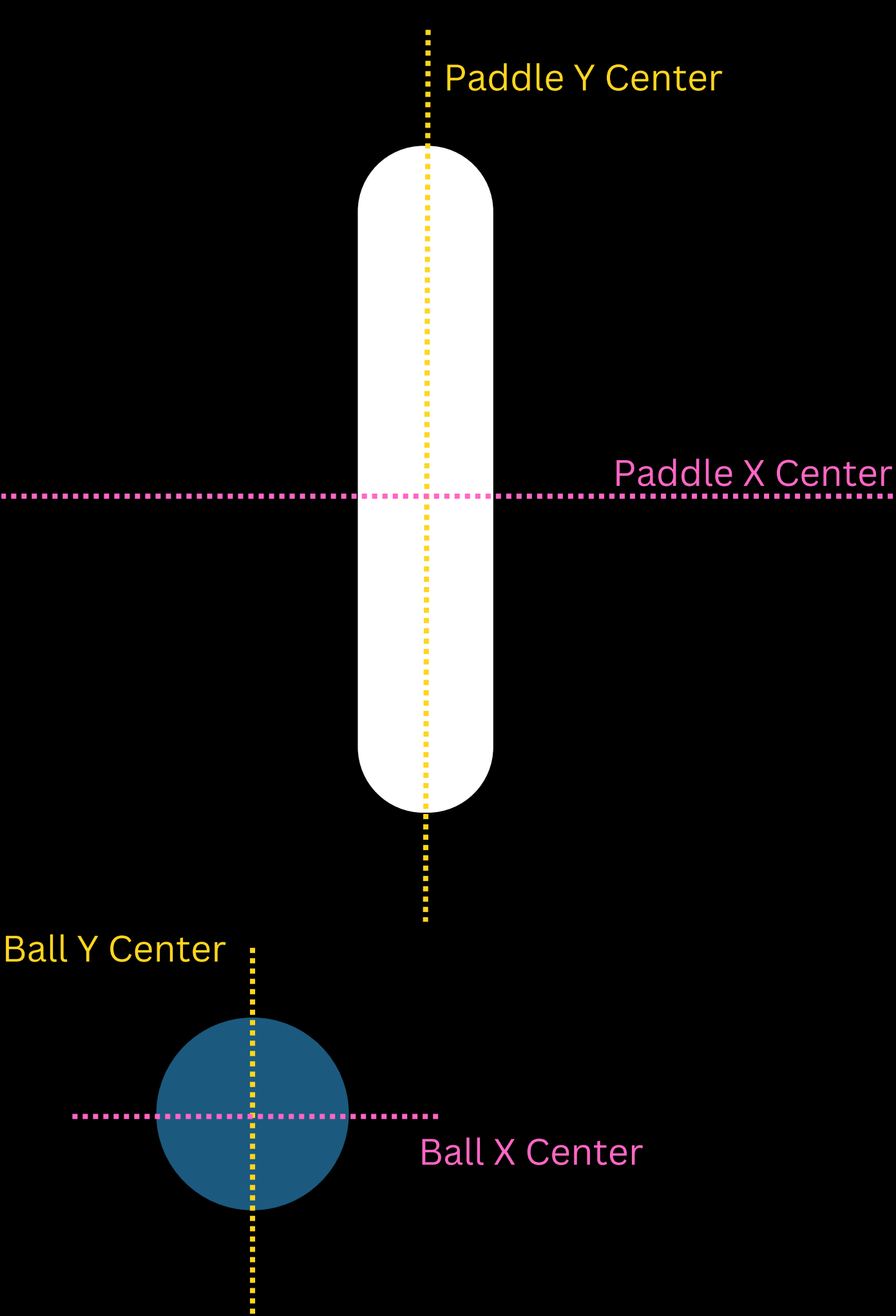


Distance b/w
paddle right
& gamebox left



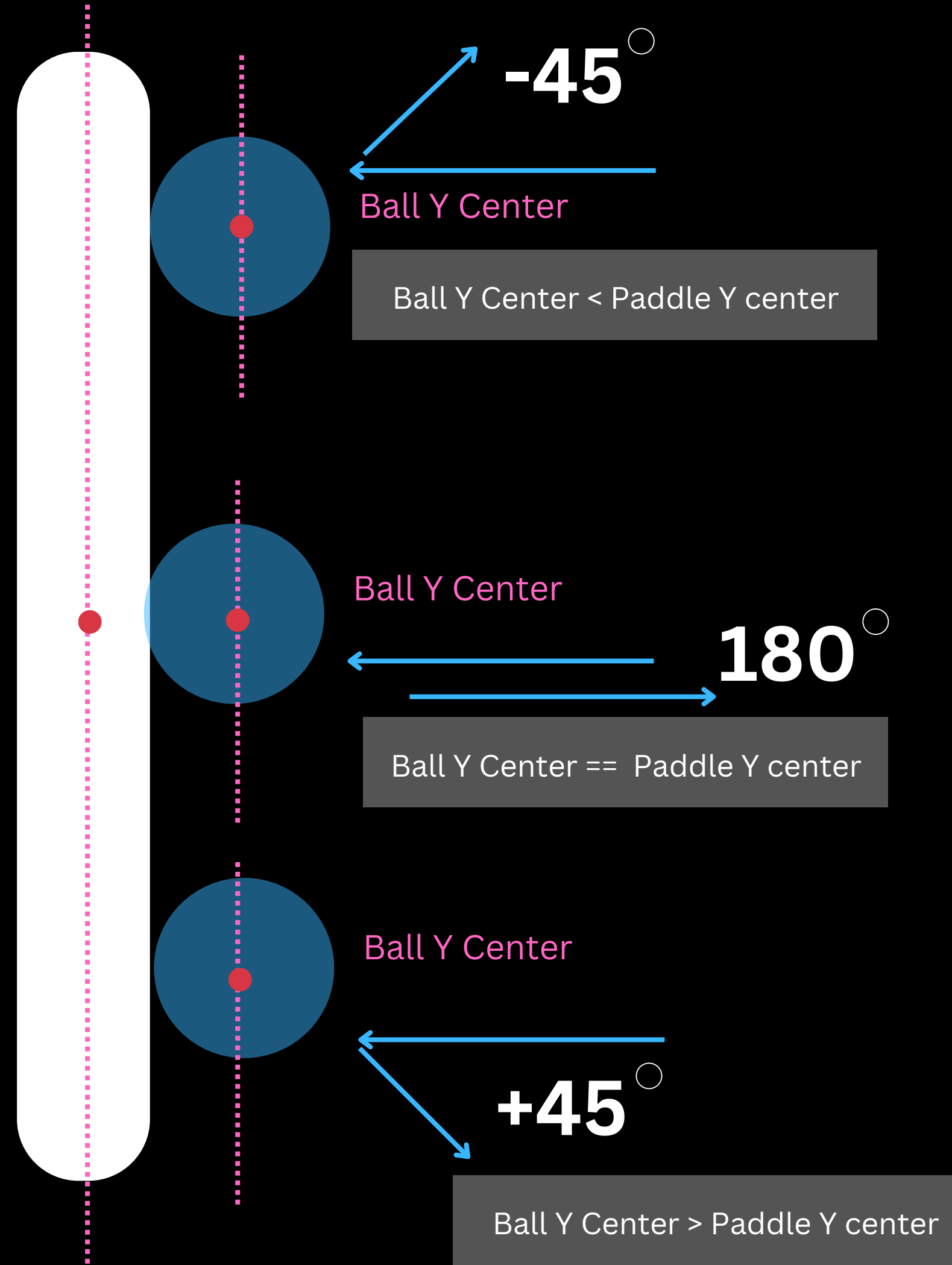
Distance b/w
ball left
& gamebox left



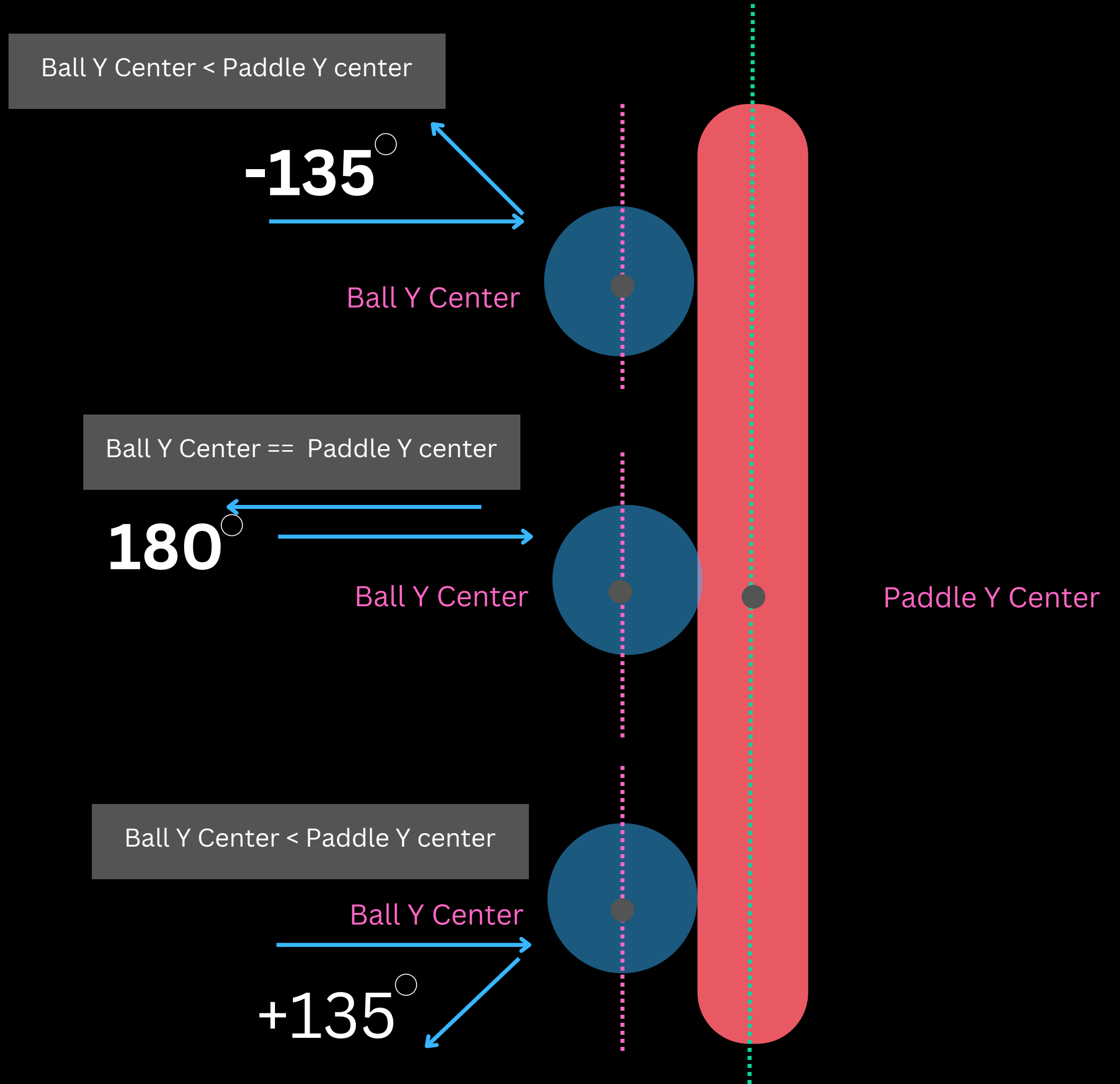


USER PADDLE

Paddle Y Center



AI PADDLE



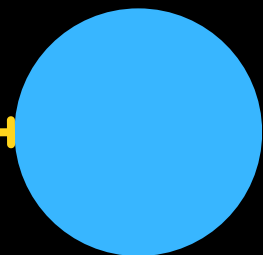
**WHICH PADDLE WILL
HIT THE BALL ?**

dist. b/w
ball center
to gameboxleft



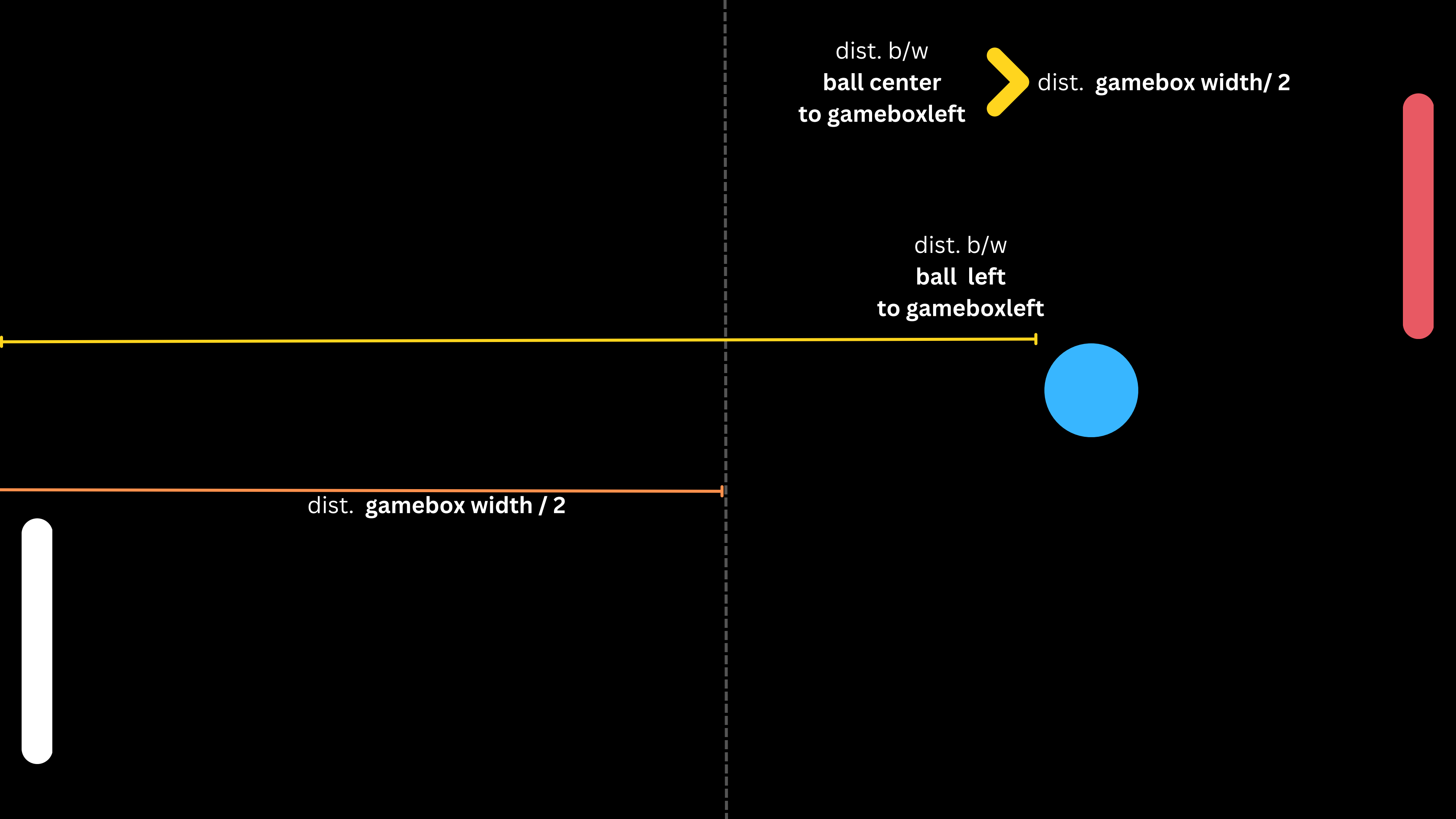
dist. gamebox width / 2

dist. b/w
ball left
to gameboxleft



dist. gamebox width/ 2

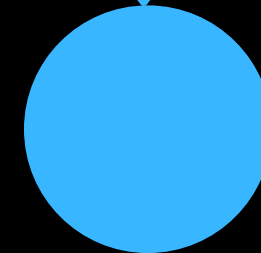




AI PADDLE MOVEMENT



ball offsettop



ai paddle offsettop |+
ball offsettop - paddle offsettop
- (paddle offset height / 2)

paddle offsettop

paddle offset
height

