# Pong layout

Simple game based on ball physics example

Rectangular table with paddles on left and right sides of canvas, controlled by players using keys

"Gutter" on left and right sides of canvas. If ball touches gutter without hitting paddle, opposing player scores a point.  Use of gutters avoids the case when the ball bounces off of the corner of the paddle.



Pong table
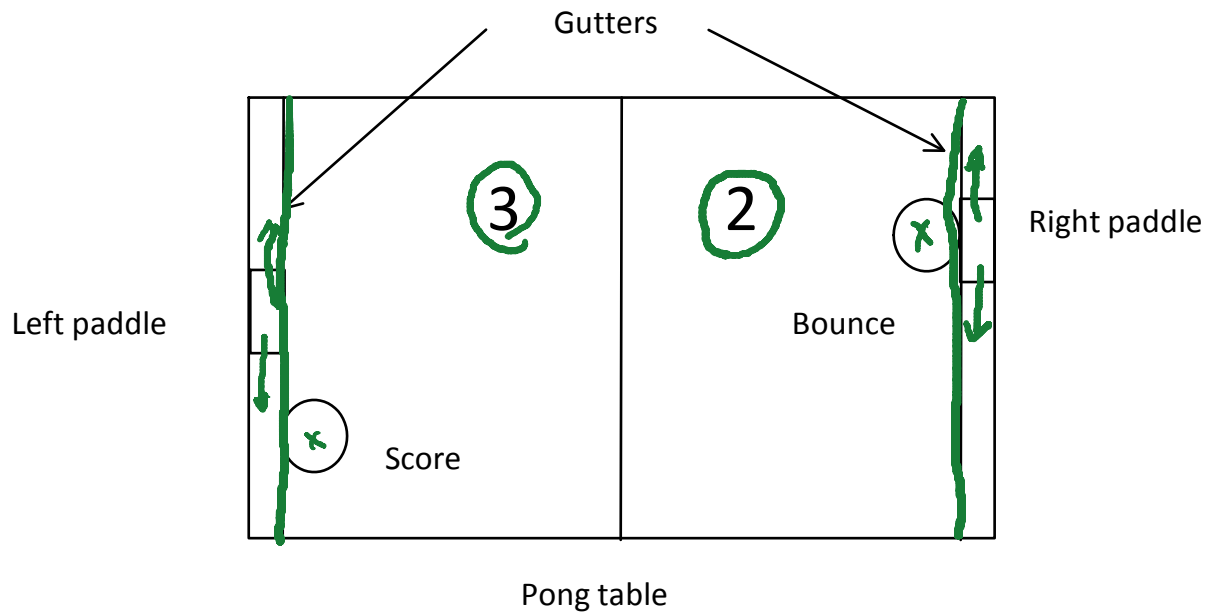
# Paddle geometry and control

Three important constants in template
- HEIGHT - height of canvas
- PAD_HEIGHT - height of paddle
- PAD_WIDTH - width of paddle (and gutter)

Two important variables (floats) per paddle
- paddle1_pos - vertical distance of left paddle from top
- paddle1_vel - vertical velocity of left paddle

Control scheme
- Continually update paddel1_pos in draw handler
- Modify paddle1_vel in keyup/keydown handlers

HEIGHT

paddle1_pos

PAD_HEIGHT

paddle1_vel

PAD_WIDTH