Make Pong

Learning Goals

- Combine your knowledge from the last few activities into one finished product
- Troubleshoot your own code

Pong

Create the game of Pong.

You should have:

1. Two paddles that move in unison north and south on the screen
   - Our version will not have a computer AI that a player plays against, but instead will be a single player game where the player must bounce the ball on both sides of the screen
   - The paddles should not be able to move off the screen
2. A ball that moves back and forth on the screen, either bouncing on the paddles or going off the screen if missed
   - When the ball bounces off a paddle, it should change directions and travel at a random angle to the other side of the screen
   - If the ball hits the north or south wall, it should bounce by changing directions on the y-axis but continuing on the same x-axis
3. You should track and display the number of bounces before the ball is missed

Extensions

What can you do to add some creativity to your game of Pong?