* **Code Responsibilities:**
  + Implemented FarSeer physics engine
  + Created Paddle classes
    - Paddles implement physics engine
    - playerPaddle updates via mouse control
    - opponentPaddle updates via Network/AI control
  + Created Puck class
    - Puck implements physics engine
  + Created board classes
    - Physics objects surround board (boundary class)
    - Detectors included in board for “soft”/virtual boundaries and goal scoring detection
  + GameState class created
    - Global object for storing info about the current game state
  + Created game AI
* **Game Functionality:**
  + User can move their paddle realistically
  + Paddles can strike the puck
  + Puck moves with a realistic physics response
  + Opponent puck can be updated via network
  + Opponent puck will resort to AI control if no network player is found
  + Scalable AI difficulty
  + Player can score in opponent’s goal
  + Opponent can score in player’s goal
  + Board reset after goal
  + First to score 3 goals wins game
  + Game over handling & game timeout implementation (Draw condition) -Co-developed
  + Paddles restricted to own half