



The game screen is the where the main objects of the game are used, and it is where the game is actually player and where the main game loop takes place (with the update, and render and draw methods). The Puck and Paddle are the main objects of the game. They extend the class Collidable, which in turn extends the Circle class (from libgdx). The users can control a respective Paddle, which can interact with the puck(through the move and setSpeeds methods). The CollisionsEngine is the core class the deals with the collisions between the puck and the paddles. It calculates the resulting velocities of the puck and paddles after a collision based on real life mathematical theory (through collide() and its helper methods). The board is used to hold the texture of the background. Scoring system is what keeps track of the score and detects when the puck lands in the goal. It also checks the winning and ending conditions of the game. The MyGdxGame class contains the spriteBatch and music and mute function. This extends the main Game class (libgdx).