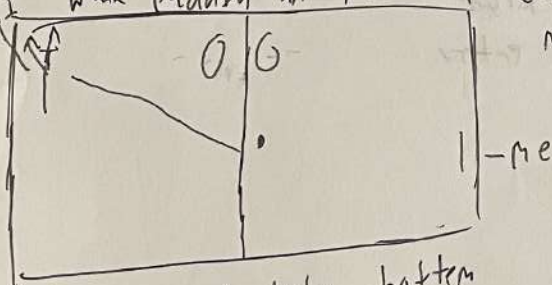


Steps

- Set up github
- Game sketches
- Set up ball movement
- Set up player paddle (up & down arrow) ^{for movement}
- Set up A.I paddle (go up & down) ^{on its own}

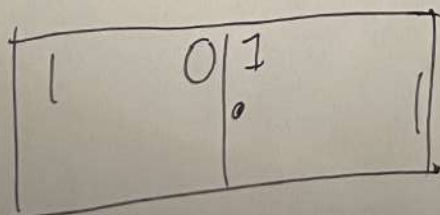
- A.I when paddle hits the top, change paddle movement



When paddle hits bottom

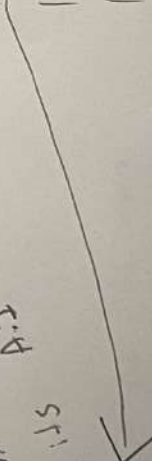
then it changes directions to go up

- Set U.I when player gets a point



0-0

the people will go to
A.I. still
& still
no





Score
starts at 0
for both players

- Paddle

- AI, I will move on its own

- ball, this is where
the ball will start

Paddle

Player can control
this one

5 3

Game ends
when player
gets a score of
5

Winner!

1000000

show text
based on who wins

Game will

end when

player hits
5 points

update

score

1

0

the ball
bounces to the
side

score!

The ball missed

the paddle, other

player gets a point

ball resets here

where player scores

1st shot
 2nd shot
 3rd shot
 4th shot
 5th shot
 6th shot
 7th shot
 8th shot
 9th shot
 10th shot

ball will go this way
 →

