**LIMITATIONS**

* The mode for the game needs to be chosen by pressing the “pvp” button at the side.
* There is no indication for the player’s turn.
* The indication that the game is finish based on the number of times the players push the play button which error may occurred such as one press may be read as multiple presses.

**IMPROVEMENT**

* The mode will automatically change based on the number of controller’s connected.
* LED and buzzer can be added to indicate that it is the player’s turn.
* Sensor can be used to detect when there is no ball left at the launcher, which will indicate that the game is finish and the last player pressing the play button is the winner.