

*red will be replaced with whatever 2D
sprite I'm choosing in Godot

Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

Problem: Paddles sometimes float around freely

Solution: this line of code makes sure it keeps the paddles
X pos the same to stop it from moving sideways

↓
↓

```
29 // lock horizontal position by overriding the x position  
30 Position = new Vector2(Position.X, Position.Y);  
31 }  
32 }  
33
```

Problem: ball movement doesn't have enough Y velocity

Solution:

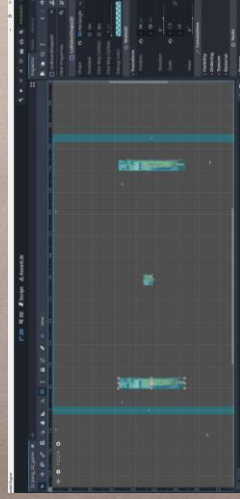
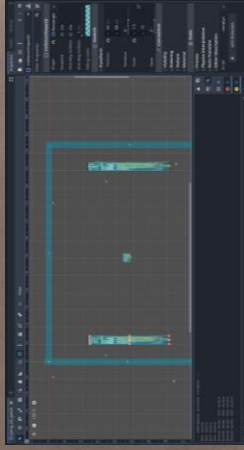
```
54 // initialize the ball's velocity moving to the right with the specified speed  
55 _velocity = new Vector2(Speed, 0);  
56 }  
57 }
```

Changed to

```
54 // initialize the ball's velocity moving to the right with the specified speed  
55 _velocity = new Vector2(Speed, 200);  
56 }  
57 }
```

Problem: paddles too large

Solution: Scaled both paddles' Y dimensions from 15 to 10



Problem: game doesn't stop when ball goes off screen

Solution:

```
22 // quit the game  
23 GetFrame().Quit(); // close the game immediately  
24 }  
25 }  
26 }  
27 }
```