SI@UCF Mobile Development
# Homework Assignment: *Pong*

pongFramework.java
This file is a framework for you to fill in for your pong game. When you download this file, **rename it pong.java and correspondingly, rename the class to be pong.** You will have two methods to fill in:

1) update - the guts of the code go here. This is the method that gets called many times a second (close to 60). It handles moving the ball, moving the paddles (if the appropriate keys are pressed) and checking to see if anyone won the game.

2) collides - this checks to see if the ball has collided with the paddle indicated by type. First, based on type, you must get the coordinates of the appropriate paddle that matter. (For the green paddle this is the top right corner, for the magenta paddle it's the top left corner.) Then you check to see if the x and y coordinates of the ball are within the range of the paddle coordinates you just got.

Here is what the framework shows when you run it:
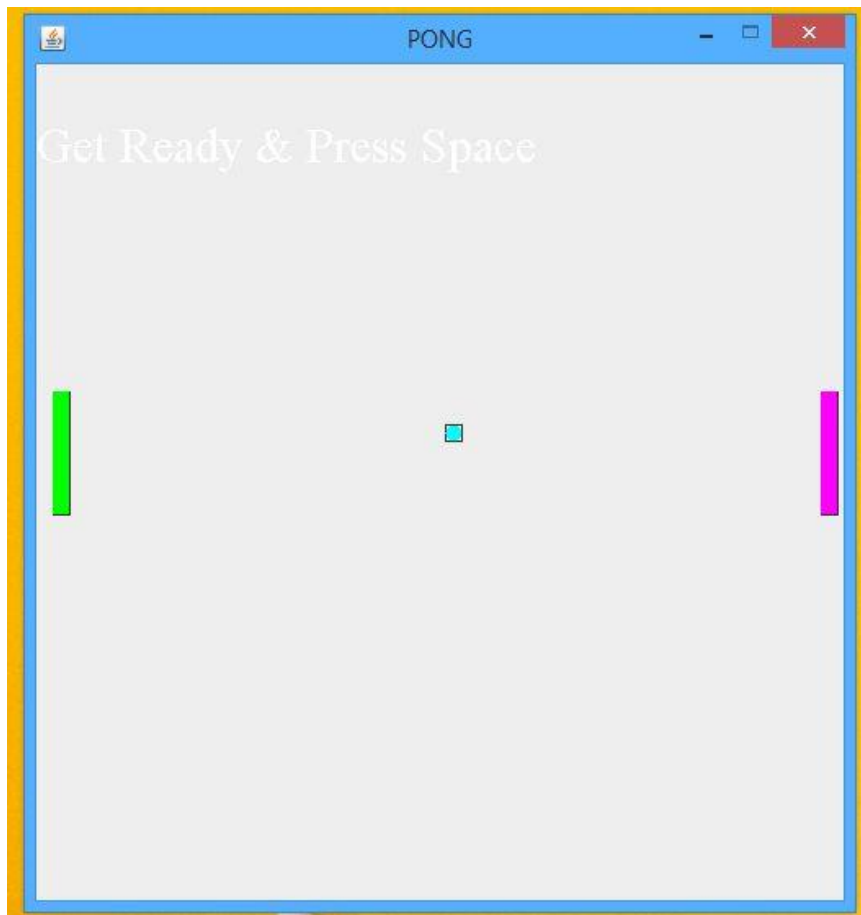
After you edit your code, you should find that the space key starts the game, 'w' moves the paddle up for green, 's' moves the paddle down for green, the up arrow key moves the paddle up for magenta and the down arrow moves the paddle down for magenta. Here is another screenshot of the game in action:
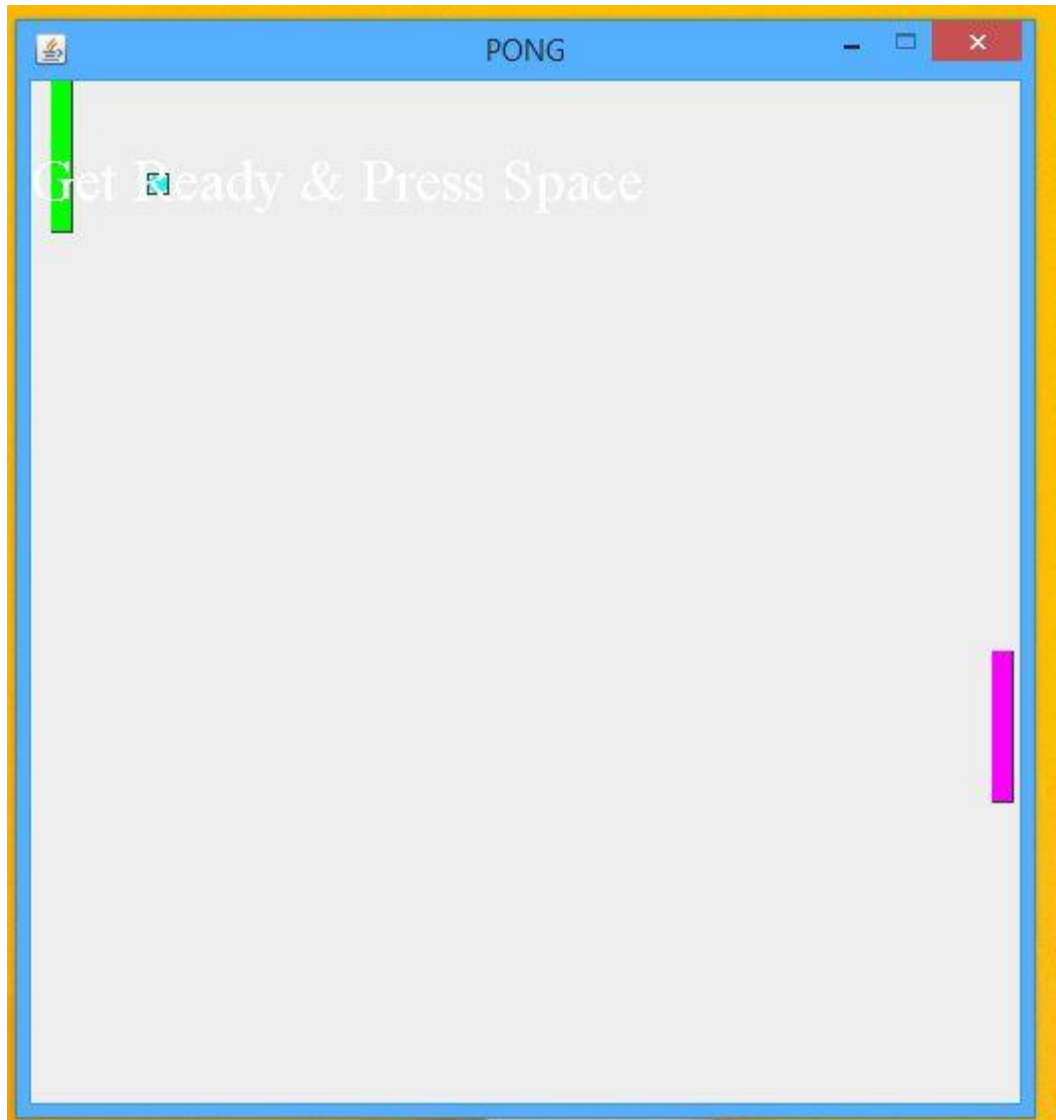
After you get the basic version working, which just reports who won a game and then starts a new game a couple seconds later, you can add extra features, such as keeping track of how many games each side has won, or making different levels where the ball speeds up, etc. Feel free to be creative in coming up with new ideas for the game.