Activity: Pong
(7/10/2006)

In-Class Exercise
- Add code to Pong to:
  - Detect when the ball hits either paddle and bounces it off
  - Add another ball
  - Add two obstacles in the middle of the playing field (which the ball bounces off)
  - Add a “Points:” counter for each player, that increases each time the ball hits the opposing player’s wall
  - Show a “Player X Wins!” message when player X’s points get to 10
  - Move the other paddle with the keyboard

Useless Fact of the Day
- Elephants are the only mammal that can’t jump.