Computer Player

Once you have enabled the user paddle to move using the joystick, it’s time to create the computer-controlled paddle, because playing by yourself doesn’t sound like very much fun does it?

* To create a computer-operated paddle, you will want to use the same moving technique that we used for making the ball move.
* To make sure that the paddle hits the ball, make the X coordinate of the ball the same as the X coordinate of the paddle. This way, the paddle will follow the ball up and down the screen. (Doing it this way will enable the computer to never lose, so you will need to do some tweaking to make the user able to win)