

## Game Interface

Now that you have all of the mechanics working, you need to create a user-friendly interface.

- As a bare minimum, your Pong game should be able to:
  - Record the number of goals that either the user or the computer player has made.
  - Start over when someone has made a goal, but display the recorded goal.
  - Have each game have a score limit, for example, 5 goals until the game ends.
  - Once someone has reached the limit, display who has won and/or who has lost.
  - Once someone has reached the limit, start completely over with a new game.

Because we have a function that handles bounds cases already, all you need to do is modify that function slightly to increment a player's score when they score on their respective target (i.e. that ball went past the opposite bounds). When this occurs, a counter will be increased and the goal will be displayed as a number, Roman numeral, slashes, or however you want.

- Your function should already have the functionality of resetting the ball; however you will also need to reset the paddles to their starting positions.
- After a score limit has been reached for that game, display the winner then start off fresh with a new game.