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 play up to so many goals, like set a 5 goal limit on each game.
  + 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.
* To record the number of goals a player has made, you will need to designate some of the screen to be goals. When the ball enters this part of the screen, a counter will be increased and the goal will be displayed as a number, roman numeral, slashes, peanuts, whatever you want.
* After the score has been incremented, start the ball over again from the middle, with the paddles in their starting positions as well.
* After a score limit has been reached for that game, display who wins and loses, then start off fresh with a new game.

Most of the game interface will be left up to you. Some interesting things you could try to implement could be a start up screen, double user interface where two players are playing each other instead of a computer, multiple angles of ball bounce to increase the dynamics of game play, making the ball speed up if no goals have been scored in a while to increase the difficulty. Get creative with your ideas, there are two other buttons on the input shield, see if you can use them.