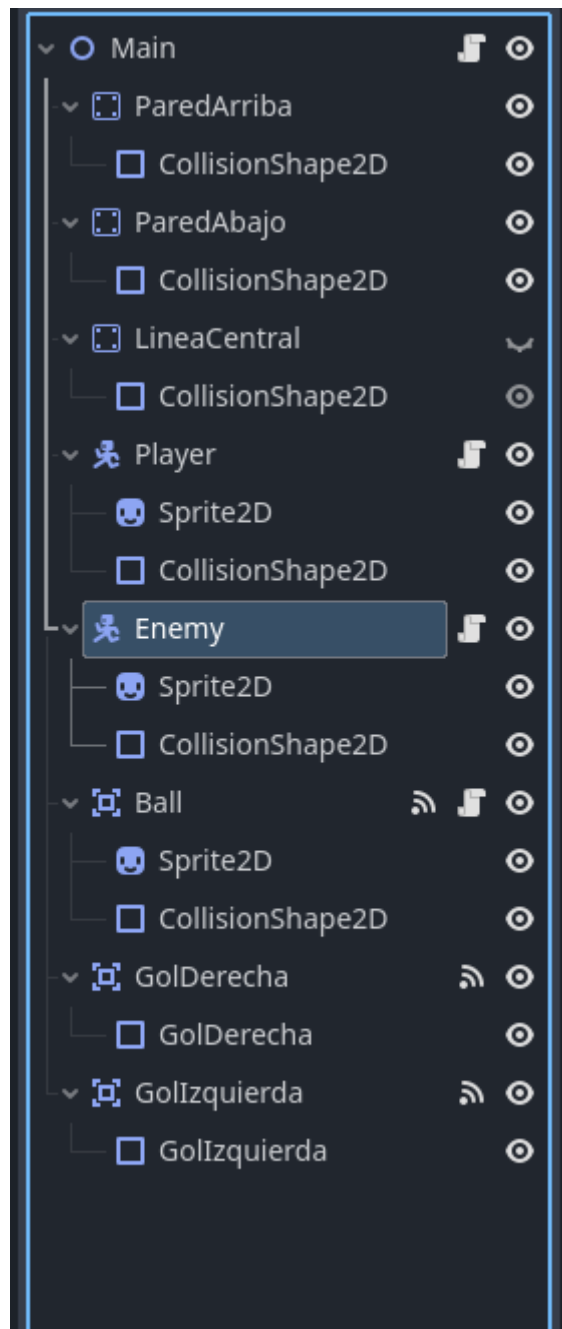
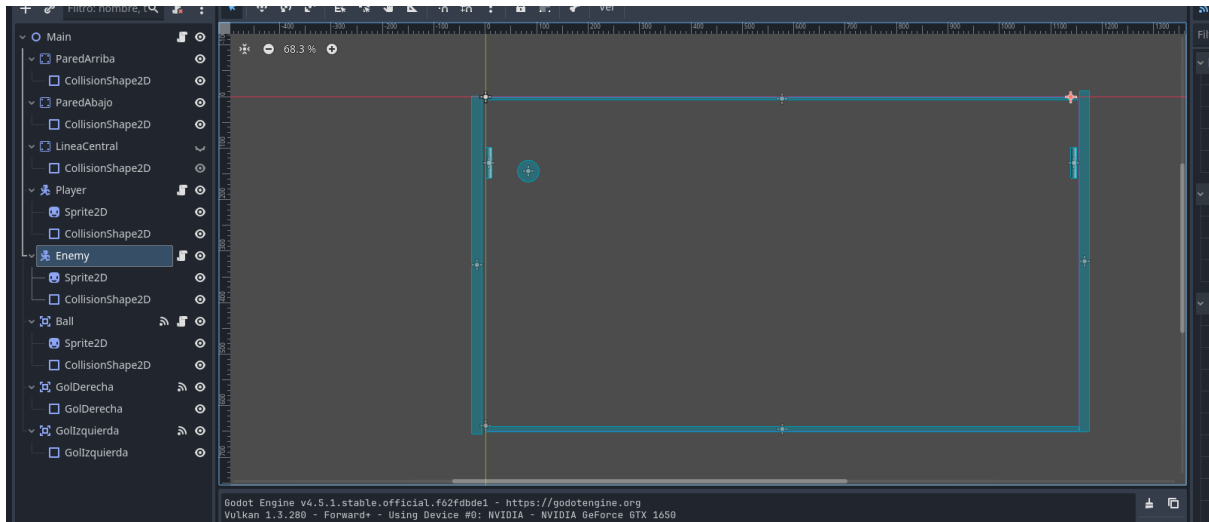






Main

extends Node2D

```
var score_left: int = 0
var score_right: int = 0
```

```
# Referencia a la pelota
@onready var ball: Area2D = $Ball
```

```
# Esta función se activa cuando la pelota toca la zona de la izquierda (punto para la derecha)
```

```
func _on_gol_izquierda_area_entered(area: Area2D) -> void:
    if area == ball:
        score_right += 1
        print("Punto para la derecha! Marcador: ", score_left, " - ", score_right)
        ball.reset_ball()
```

```
# Esta función se activa cuando la pelota toca la zona de la derecha (punto para la izquierda)
```

```
func _on_gol_derecha_area_entered(area: Area2D) -> void:
    if area == ball:
        score_left += 1
        print("Punto para la izquierda! Marcador: ", score_left, " - ", score_right)
        ball.reset_ball()
```

Player

extends CharacterBody2D

```
@export var speed: float = 400.0
```

```
func _physics_process(delta: float) -> void:
    var direction := 0.0
```

```

if Input.is_action_pressed("ui_up") or Input.is_action_pressed("w"):
    direction -= 1.0
if Input.is_action_pressed("ui_down") or Input.is_action_pressed("s"):
    direction += 1.0

velocity.y = direction * speed
move_and_slide()

# Limitar la paleta dentro de la pantalla
global_position.y = clamp(global_position.y, 50, 598)

```

Ball

extends Area2D

```

var speed: float = 400.0
var direction: Vector2 = Vector2.ZERO

```

```

func _ready() -> void:
    reset_ball()

```

```

func _process(delta: float) -> void:
    global_position += direction * speed * delta

```

```

func reset_ball() -> void:
    global_position = Vector2(576, 324) # Centro de la pantalla
    speed = 400.0
    var random_x = randf_range(-1.0, 1.0)
    while abs(random_x) < 0.3:
        random_x = randf_range(-1.0, 1.0)
    var random_y = randf_range(-0.6, 0.6)
    direction = Vector2(sign(random_x), random_y).normalized()

```

Esta función maneja las colisiones con paletas Y paredes

```

func _on_body_entered(body: Node2D) -> void:
    if body.name == "Player" or body.name == "Enemy":
        # Rebote con las paletas
        direction.x = -direction.x
        speed += 25.0
        var diff = global_position.y - body.global_position.y
        direction.y = diff / 40.0
        direction = direction.normalized()

    elif body.name == "ParedArriba" or body.name == "ParedAbajo":
        # Rebote con las paredes superior e inferior (invierte el eje Y)
        direction.y = -direction.y

```

