PONG

In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to the classic game of pong, where the goal is to keep the sprite from getting past you.
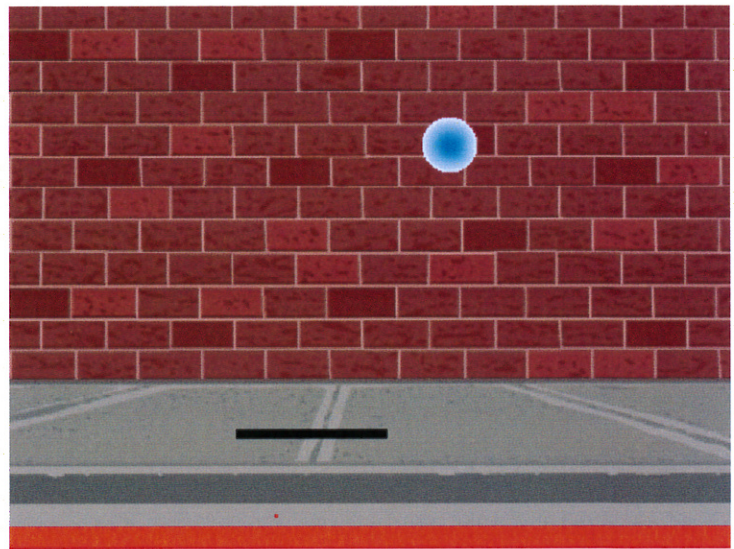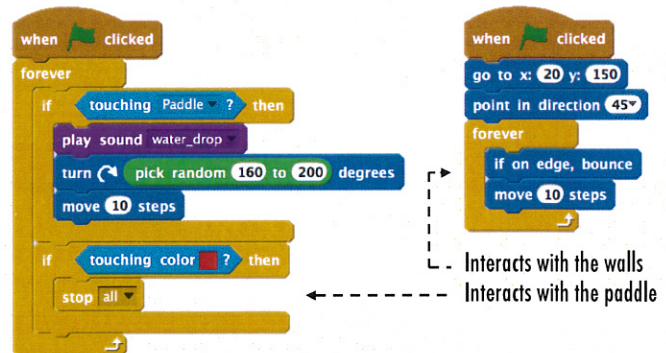
START HERE

- ☐ Create two sprites: a paddle for the user to control and a ball the user will be playing with.
- ☐ Make your paddle sprite interactive.
- ☐ Bring your game to life!

Sprites

Ball   Paddle

```
when right arrow key pressed
point in direction 90
move 10 steps
```

```
when left arrow key pressed
point in direction -90
move 10 steps
```
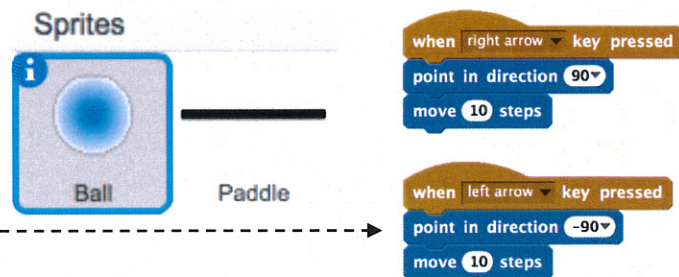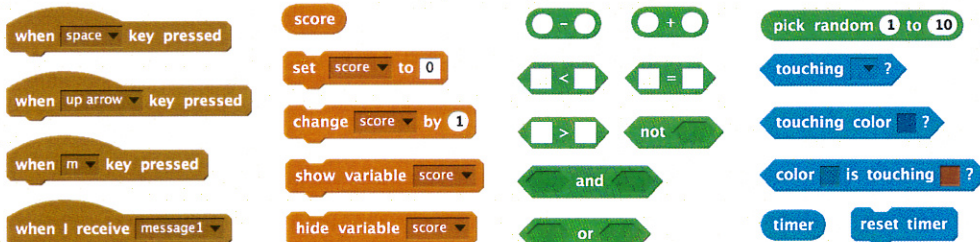
THINGS TO TRY

- ☐ How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- ☐ Experiment with changing the look of your game by editing the backdrops!
- ☐ Explore using different key presses to control your sprites!

```
when [flag] clicked
forever
  if  touching Paddle ? then
  play sound water_drop
  turn  pick random 160 to 200 degrees
  move 10 steps
  if  touching color [red] ? then
  stop all
```

```
when [flag] clicked
go to x: 20 y: 150
point in direction 45
forever
  if on edge, bounce
  move 10 steps
```

- Interacts with the walls
- Interacts with the paddle

These control the ball - if touching the paddle or a wall, it continues moving. If touching red (meaning the ball moved past the paddle) the game ends.

BLOCKS TO PLAY WITH

```
when space key pressed
```
```
when up arrow key pressed
```
```
when m key pressed
```
```
when I receive message1
```

```
score
```
```
set score to 0
```
```
change score by 1
```
```
show variable score
```
```
hide variable score
```

```
( - )    ( + )
< >   = 
>    not
and
or
```

```
pick random 1 to 10
touching ?
touching color ?
color is touching ?
timer    reset timer
```

FINISHED?

- + Add your project to the Games Studio: http://scratch.mit.edu/studios/487504
- + Swap games with a partner and walk each other through your creations.