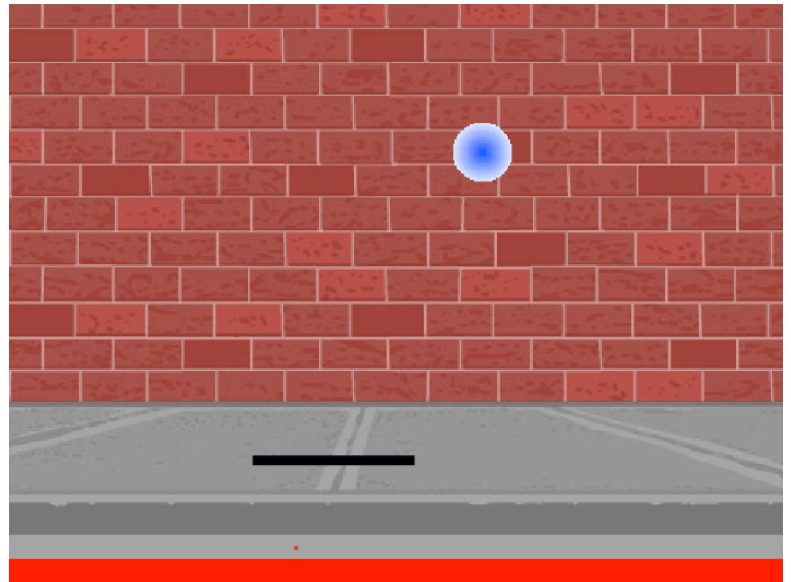


PONG

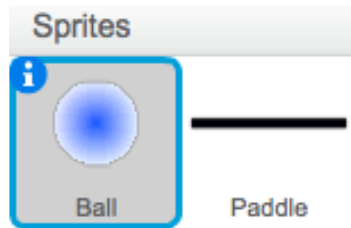
HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

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!



```
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 green 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 green 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	score	○ - ○	○ + ○	pick random 1 to 10
when up arrow key pressed	set score to 0	□ < □	□ = □	touching ?
when m key pressed	change score by 1	□ > □	not	touching color ?
when I receive message1	show variable score	and		color is touching ?
	hide variable score	or		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.