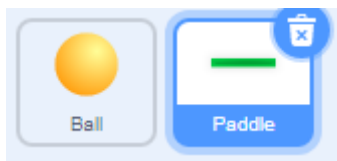


Scratch Pong

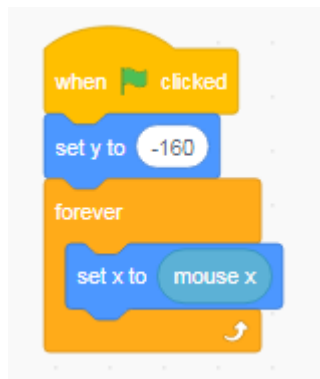
Pong was one of the first computer games ever, and we will be creating a similar program. Using two sprites a ball and the paddle sprite we will create our own version of pong.

To start off with, delete the scratch cat sprite and choose two new sprites, the ball and the paddle.

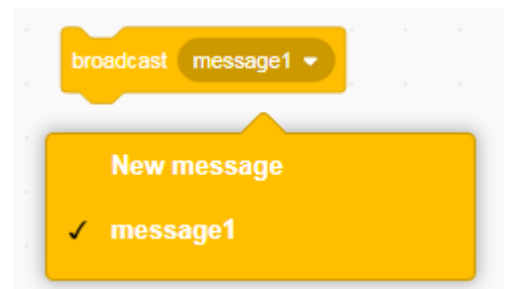
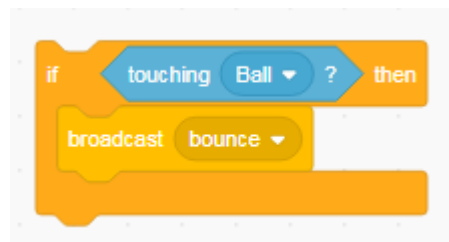


The first bit of code will be added to the paddle, the code will control how the paddle moves.

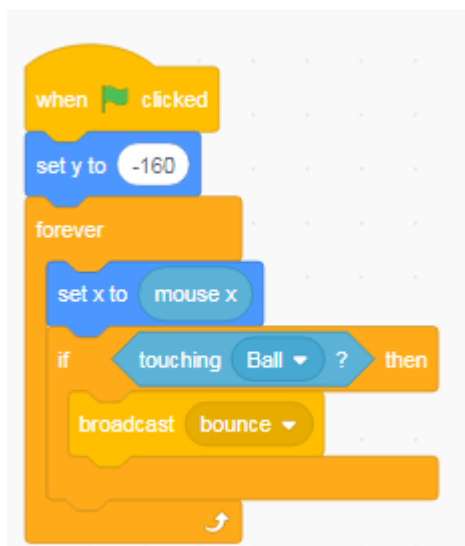
The code to the paddle looks like this:



Click on the white arrow and choose new message and call it bounce.

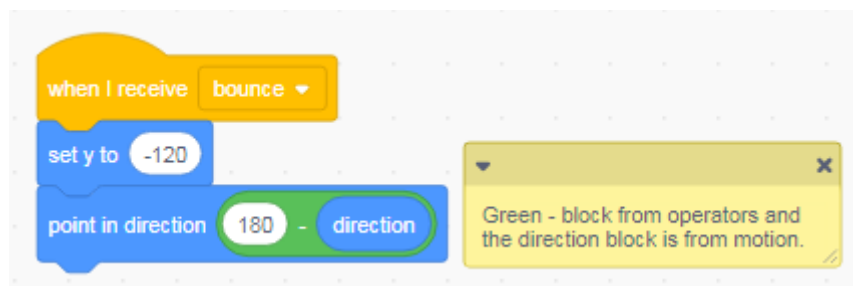


All together the code will look like this.



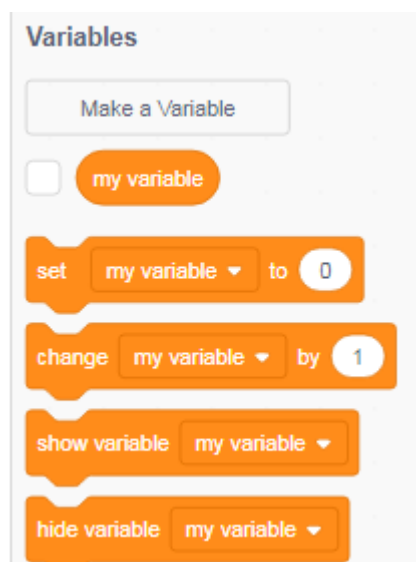
You want the ball sprite to start off in the middle of the screen, and move towards the paddle.

On the ball sprite, add the following code:

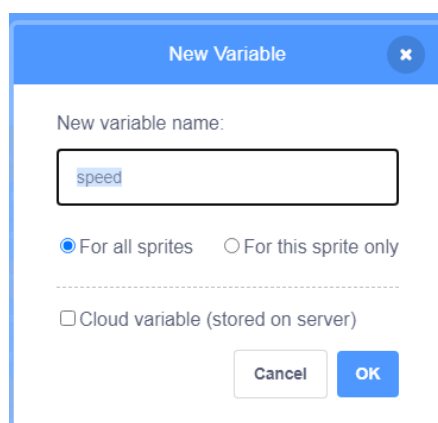


Test out your code, the ball should bounce once it hits the paddle, and your paddle should follow your mouse back and forth. When the ball is able to get past the paddle nothing really happens. The next bits of code will let you make the game harder and create a game over message.

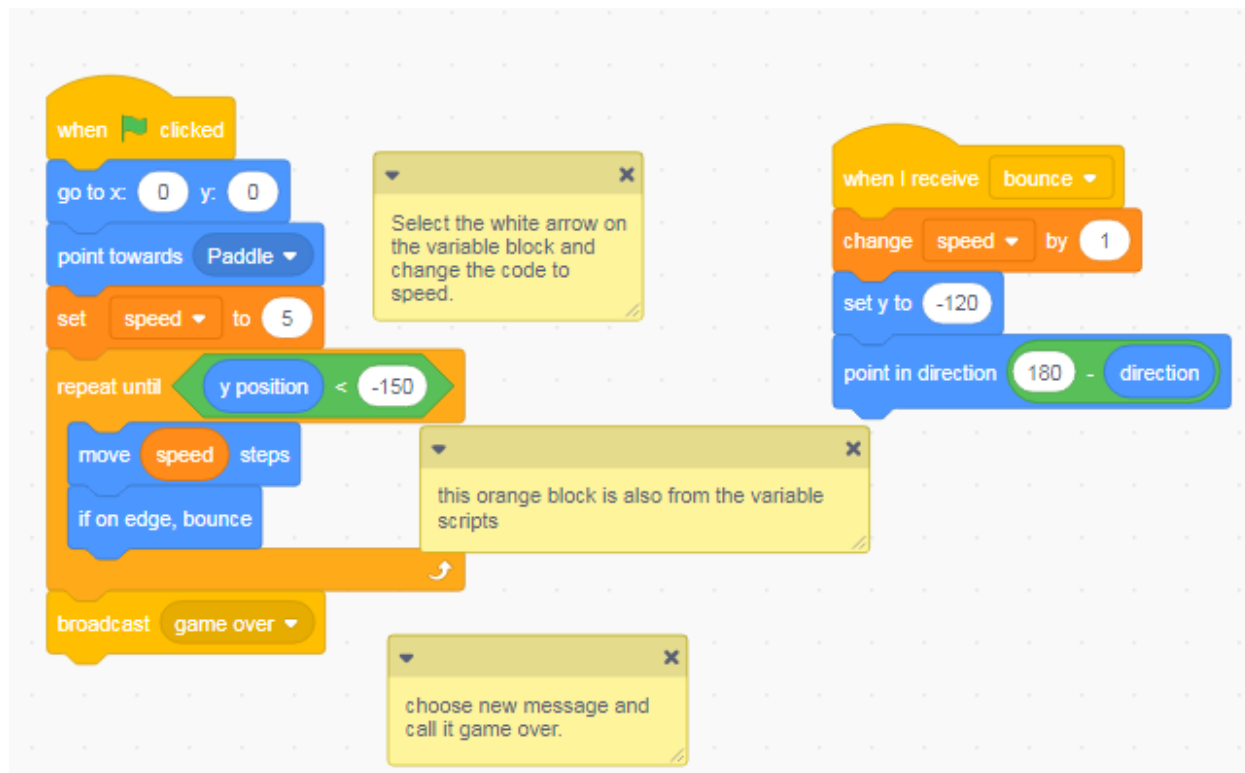
The first thing to do when making a score code is to create a variable.



Select make a variable, choose for all sprites and call it speed.



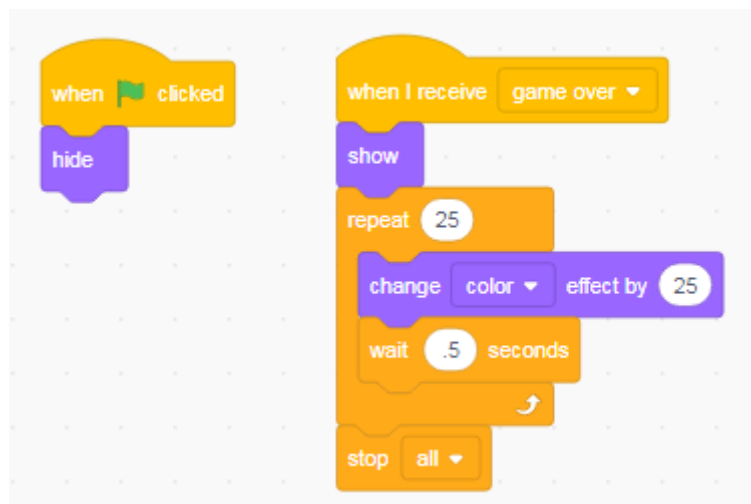
Make a few changes to the ball code; your new codes should look like this.



Choose a new sprite; this will be your game over sprite. I chose a referee sprite.



Add the following code to the game over sprite:



Save your game and share with your friends.