## Scratch Exercise #2: Pong 1) Open Scratch.

- 2) Click on Stage.
- 3) Click the Backgrounds tab.
- 4) Click the Edit button.
- 5) Choose the box tool and the color red. Then paint a red box on the bottom of the window

New sprite:

New sprite:

- 6) Hit OK.
- 7) Click the **paint new sprite** button.
- 8) Paint a black box about half the width of the window.
- 9) Name the sprite *paddle*.
- 10) Delete the cat by choosing the scissors and clicking the cat.
- 11) Create this script for it.

This will set the paddle so it will only move along the x axis (left and right).

- 12) Click the **choose new sprite** button. \_
- 13) Choose Things, and pick a ball. Hit OK.
- 14) Name it ball.
- 15) Create these 3 parts of the script:

## <u> Part 1</u>

- Ball begins at the top.
- Points downward.
- If it touches the red, game over.

## <u>Part 2</u>

- If the ball touches the paddle, it bounces up at random,
- It moves,
- and a drum beats.
- This repeats forever.

## <u>Part 3</u>

- If ball hits edge, it will bounce and move 5 steps.
- This repeats forever.

tom of the window.
?
paddle x: 186 y: 32 direction: 90 Scripts Costumes Sounds when a clicked forever set x to mouse x
2
Sprite1         A
Scripts Costumes Sounds when for clicked go to x: 0 y: 140 point towards paddle with wait until touching color ? stop all when for clicked forever if touching paddle ? point in direction pick random -45 to 45 move 10 steps play drum 48 for 0.2 beats when forever
move (5) steps