

Project 3: **Super Pong** Part 1

Blocks Needed

Variables

- Create your own variable!

Variables

Make a Variable

Variables : Values

- Set original value



- Change by amount



Variables : Showing On Screen

- Show and Hide

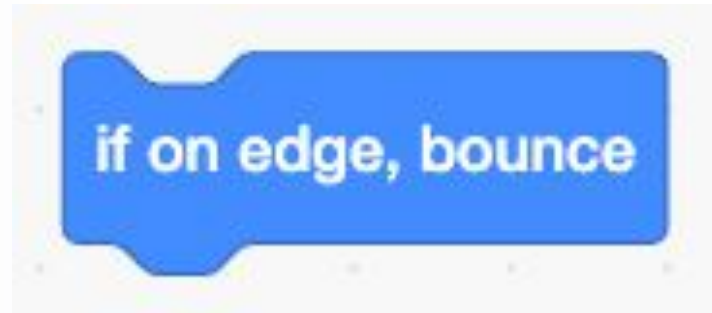


- Appearance



Bounce

- Motion block



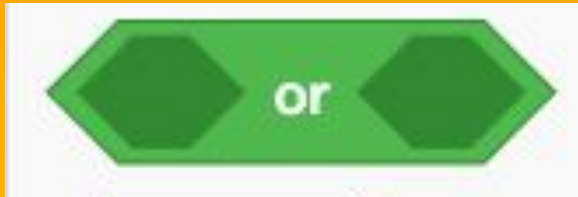
Pick Random

- Circle Size?



Or Operator

- If [this happens]
or [this happens]



Project 3: **Super Pong** Part 1

Actual Project

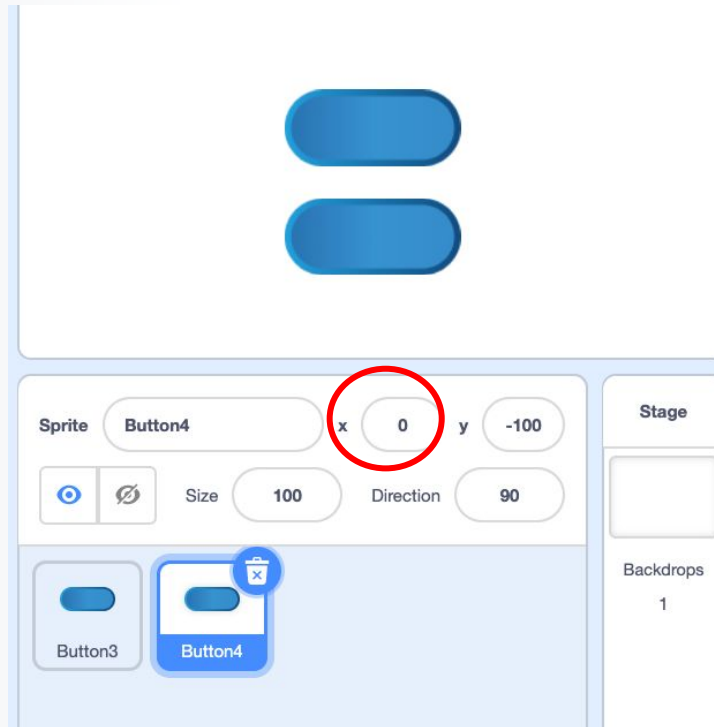
Homescreen

- Create game mode buttons



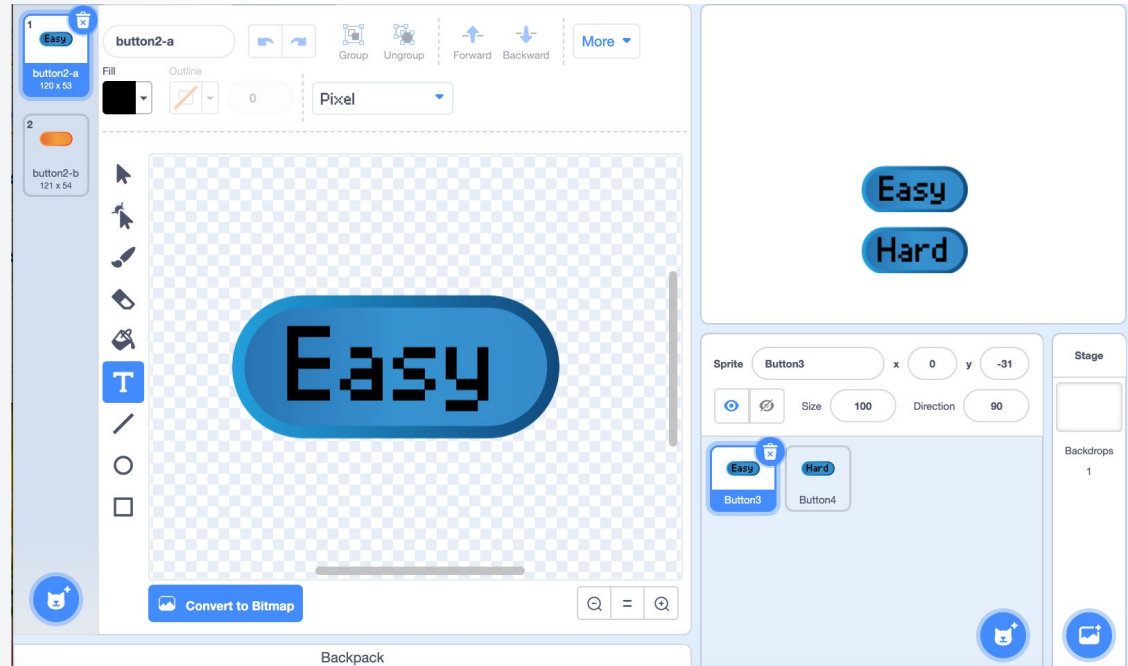
Homescreen

- Create game mode buttons



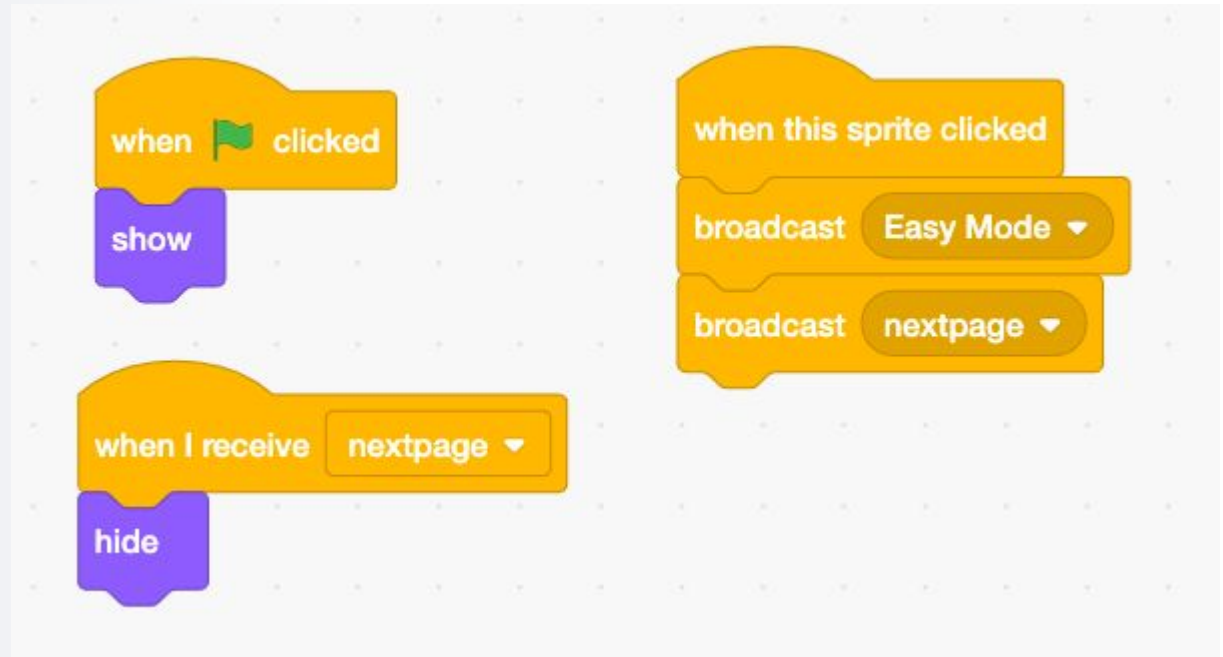
Homescreen

- Text tool: Adding “Easy” and “Hard”



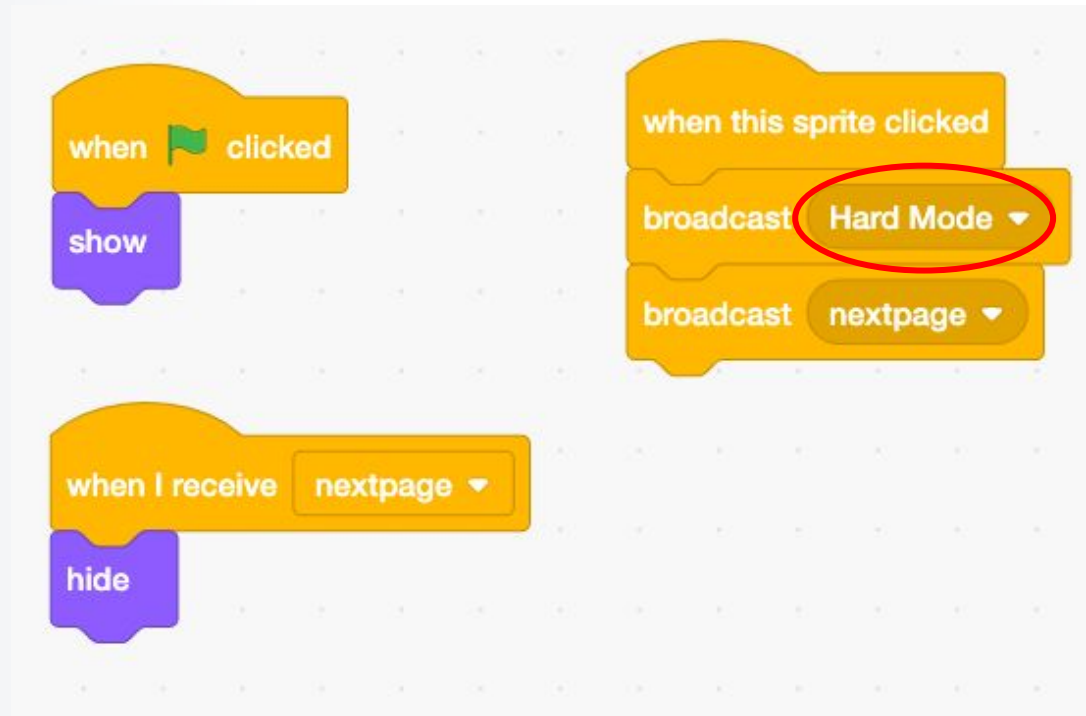
Homescreen

- Coding Easy button



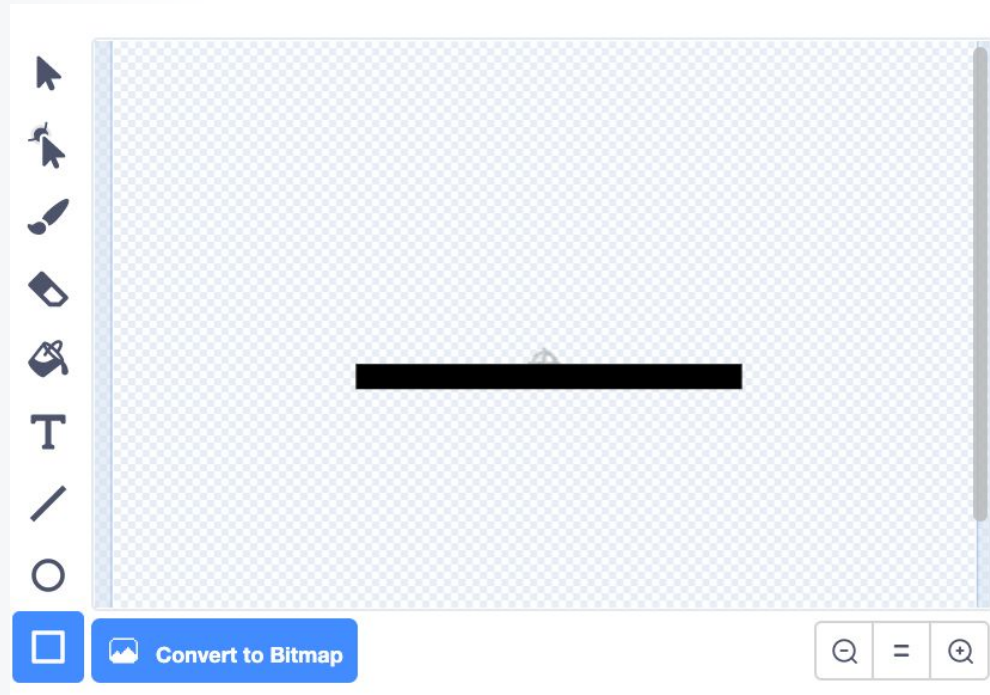
Homescreen

- Coding two balls button



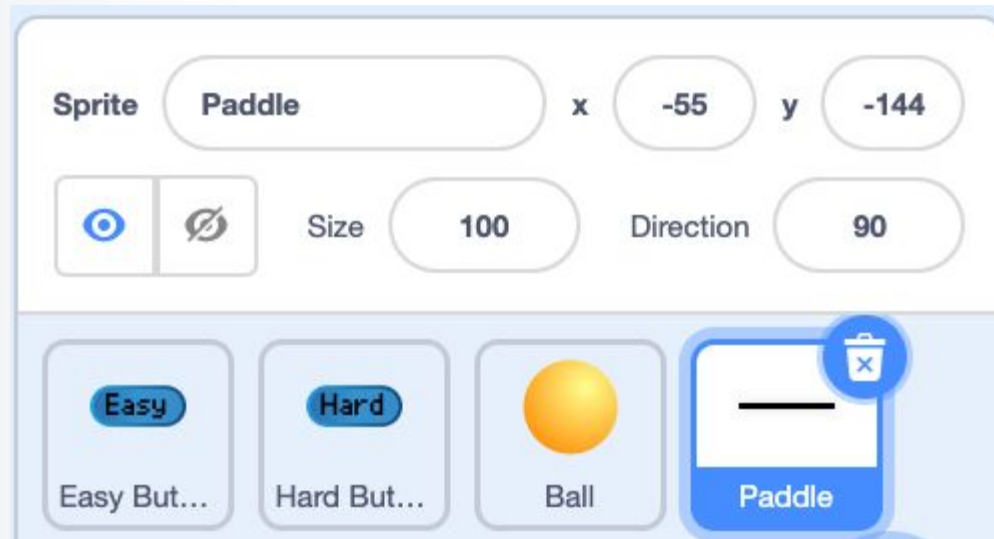
Easy Mode

- Paint the paddle as a rectangle



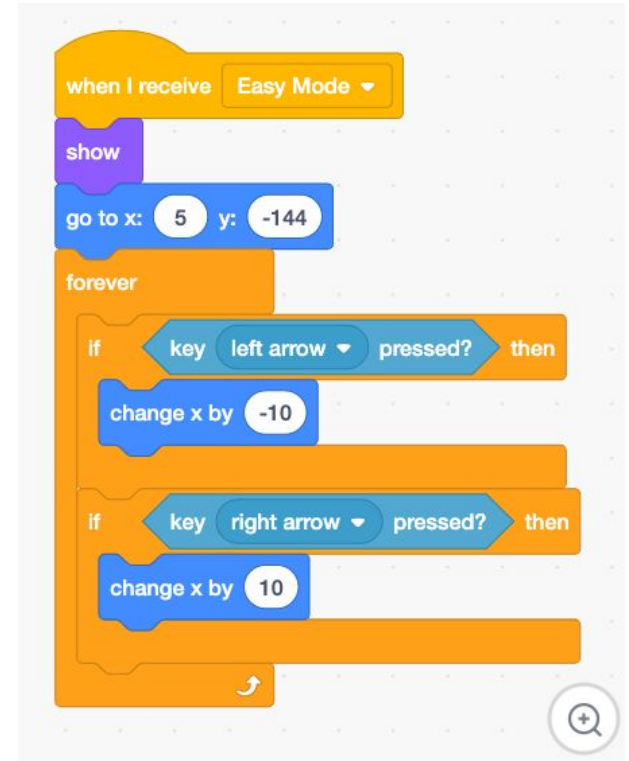
Easy Mode

- Name the Paddle!



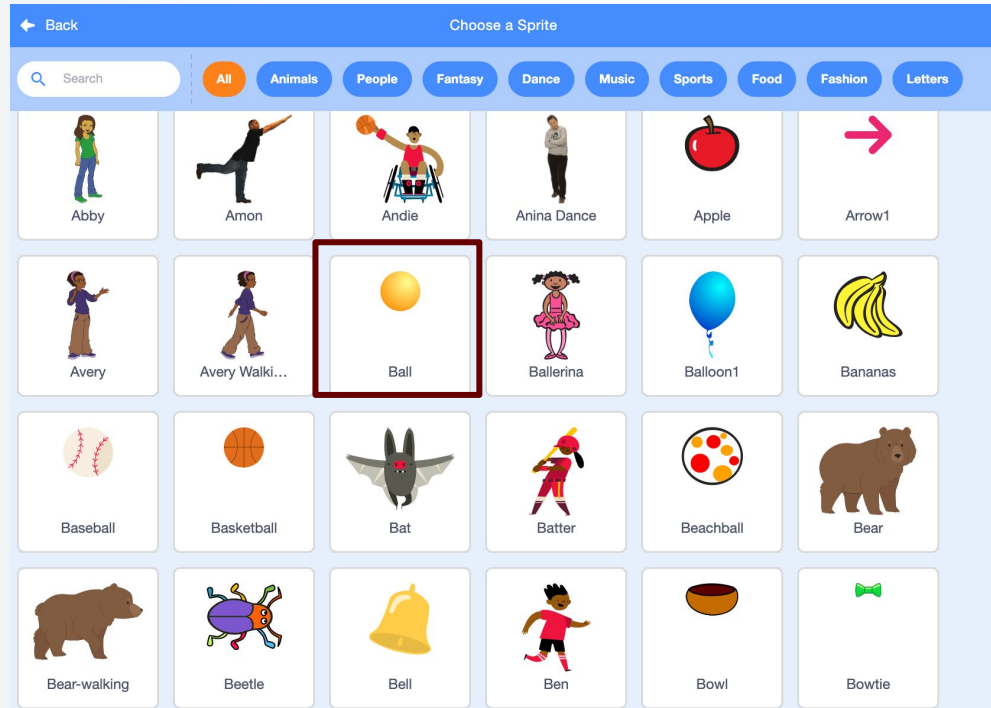
Easy Mode

- Paddle code



Easy Mode: Add Sprite!

- Ball Sprite



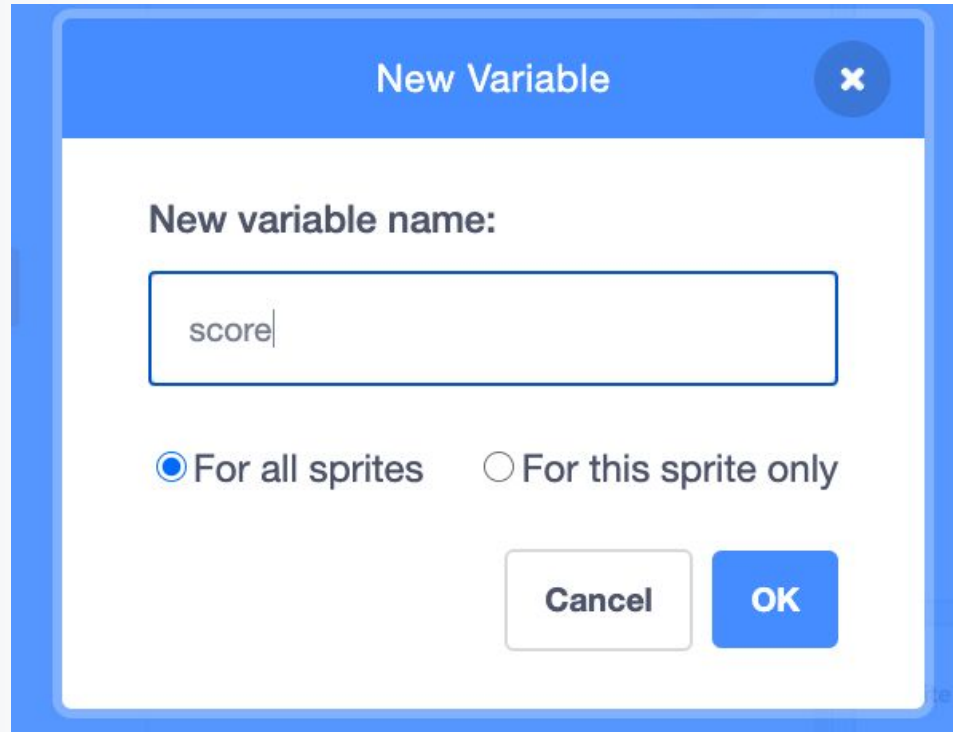
Easy Mode

- Ball code



Easy Mode

- Creating Score



New Variable

New variable name:

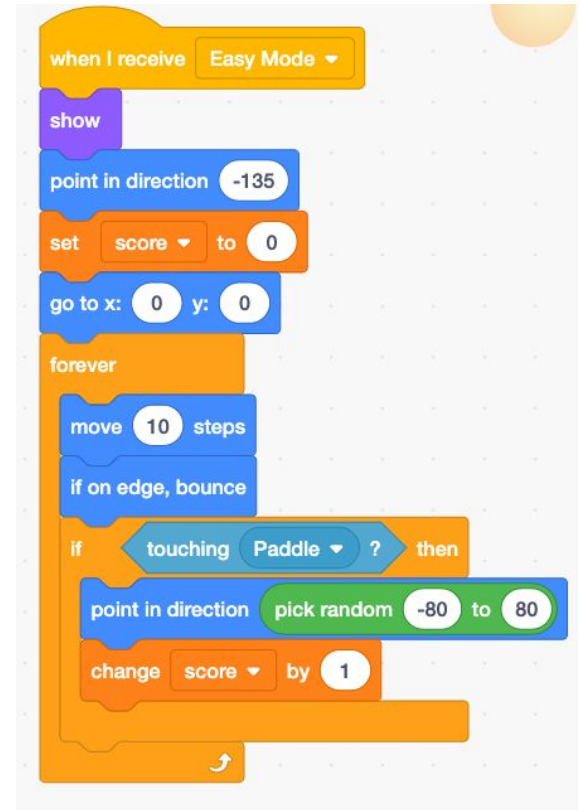
score

For all sprites For this sprite only

Cancel OK

Easy Mode

- Finish ball code

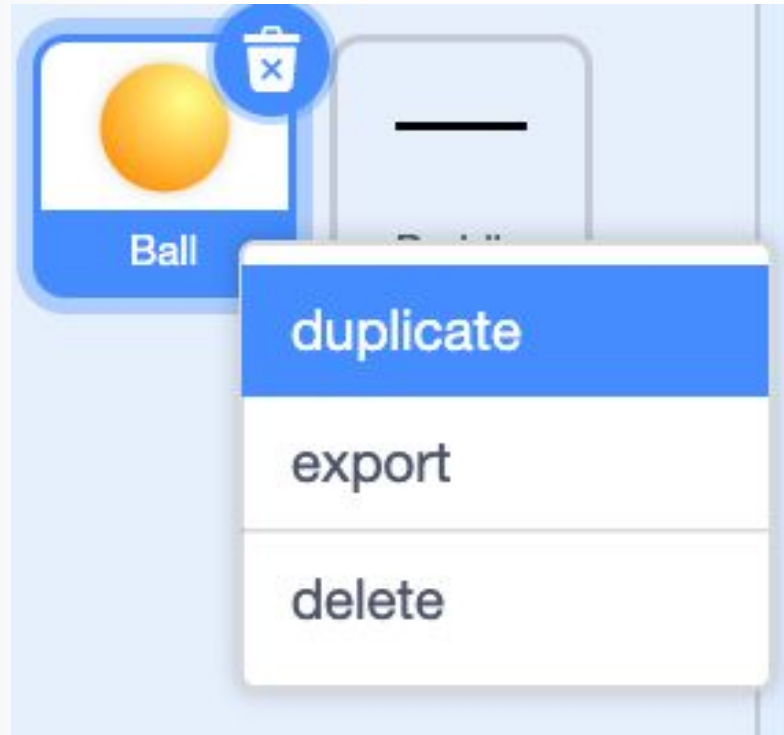


```
when I receive Easy Mode
  show
  point in direction -135
  set score to 0
  go to x: 0 y: 0
  forever
    move 10 steps
    if on edge, bounce
    if touching Paddle ? then
      point in direction pick random -80 to 80
      change score by 1
```

The image shows a Scratch script for a game's 'Easy Mode'. It starts with a 'when I receive Easy Mode' event block. The script then performs several initialization steps: 'show' (purple block), 'point in direction -135' (blue block), 'set score to 0' (orange block), and 'go to x: 0 y: 0' (blue block). A 'forever' loop (orange block) contains the main game logic: 'move 10 steps' (blue block), 'if on edge, bounce' (blue block), an 'if touching Paddle ? then' conditional (orange block), and two blocks inside the 'then' clause: 'point in direction pick random -80 to 80' (green block) and 'change score by 1' (orange block). The script ends with a return arrow at the bottom of the loop.

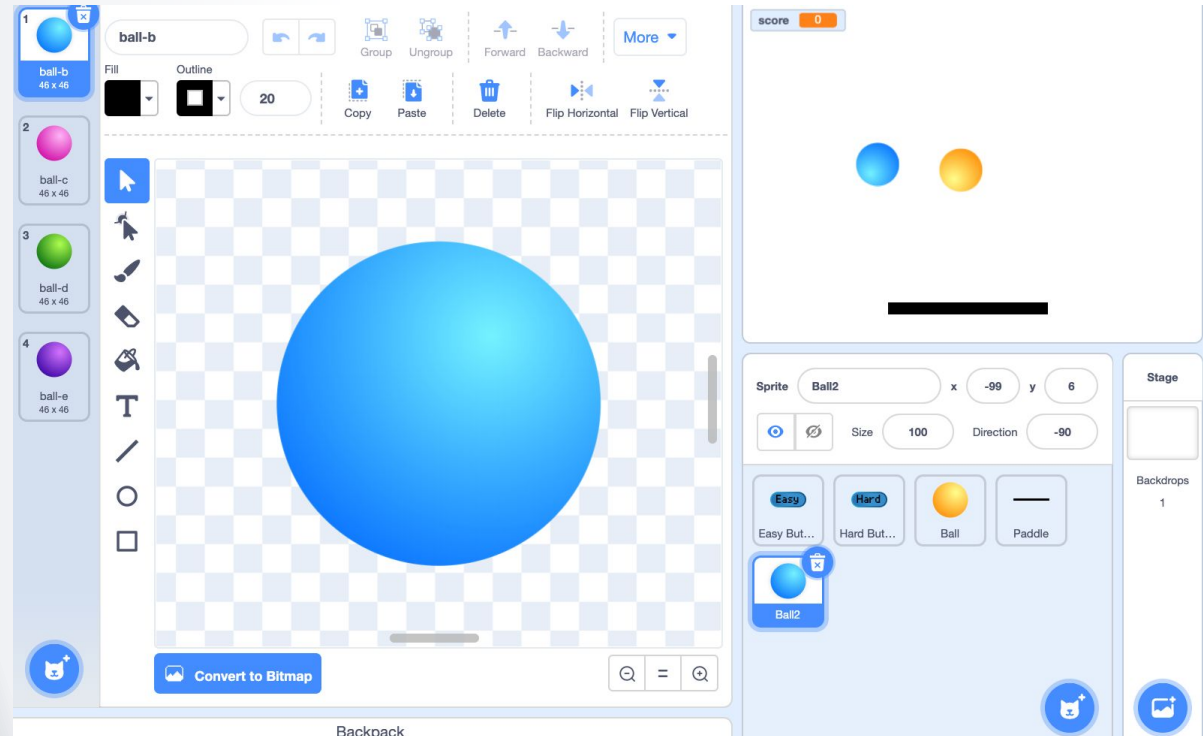
Easy Mode

- Duplicate Ball!



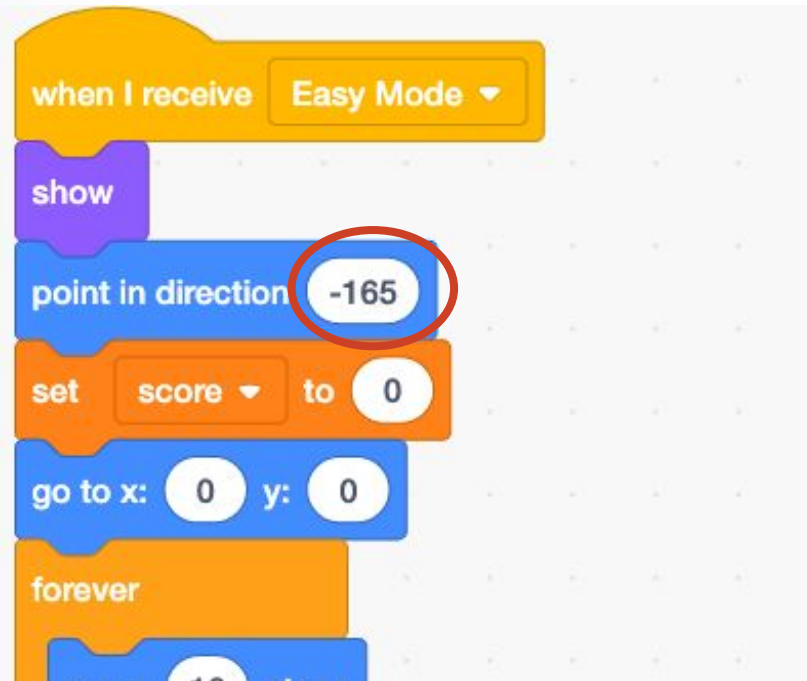
Easy Mode

- Change color of duplicate



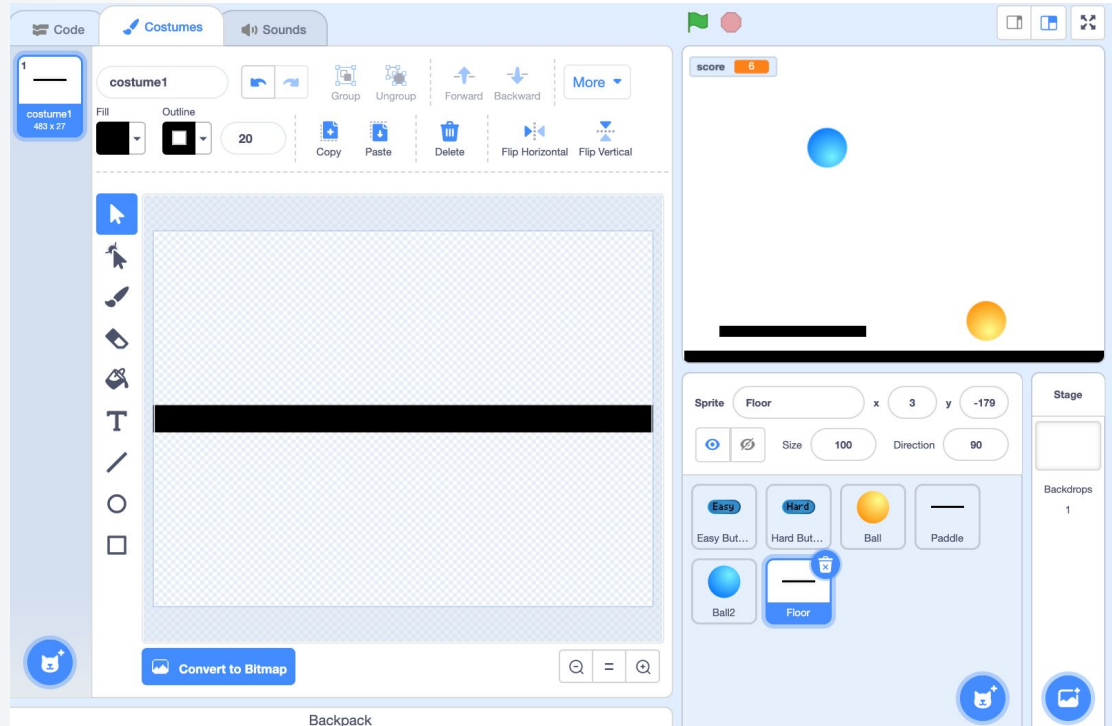
Easy Mode

- Change direction of second ball (slightly)



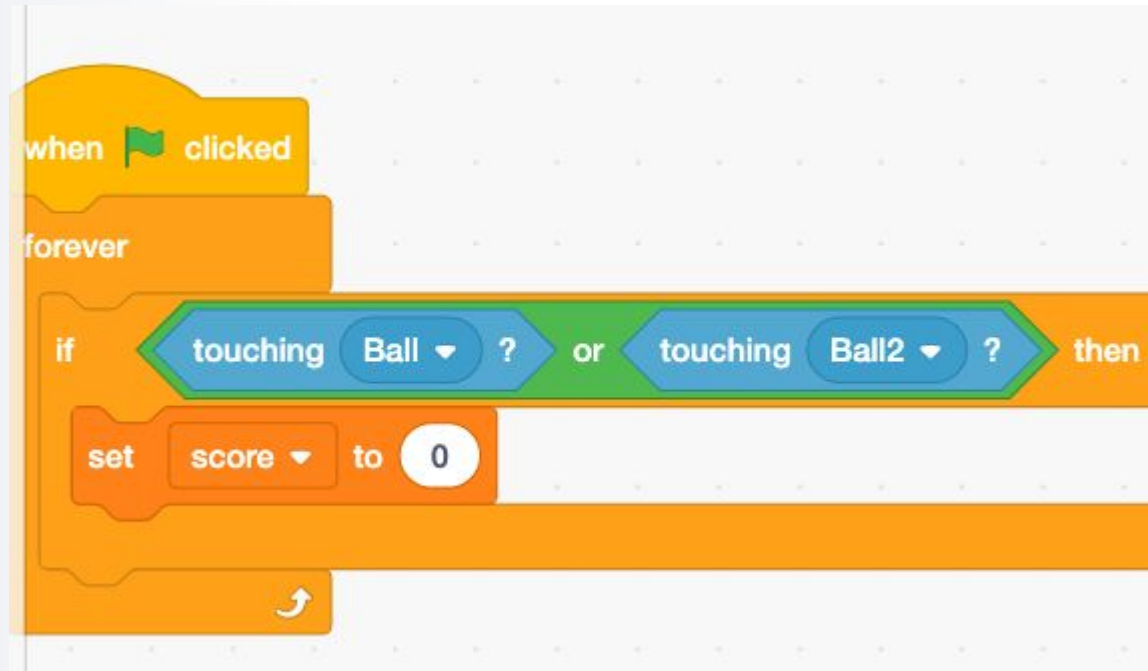
Easy Mode: Add Sprite!

- Paint a Floor



Easy Mode

- Floor Code



Part 1 Finished!