# 4

1. Open Scratch

2. Delete the Cat. (Right-click on the cat and delete the cat.)

3. Create a Paddle Sprite and Label it as "Paddle"

   a. Click "Paint new sprite" icon

   b. Draw a rectangle with the rectangle tool

   c. Click the ' i ' over the paddle sprite in the sprite section and name it Paddle.

4. Create a Ball Sprite

   a. Click "Choose new sprite from file" icon

   b. Double click on "Things" folder

   c. Select one of the ball icons.

   d. Click Ok

   e. Name the Sprite "Ball"

5. Create a GAME OVER backdrop

   a. Click paint new backdrop at the bottom left of your screen.

   b. Click the 'T' button in the painting window.

   c. This is going to allow us to write words onto our backdrop.

   d. Click on the screen and type 'GAME OVER' into the box.

   e. **important: In the same window click on backdrop1 and draw a thin red

      rectangle to the left of the screen. The 2 backdrops should look like this:
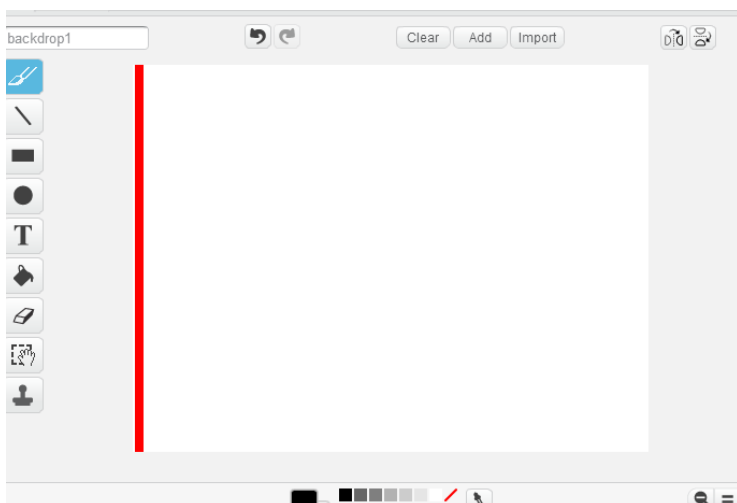
**backdrop1**   **GAME OVER**
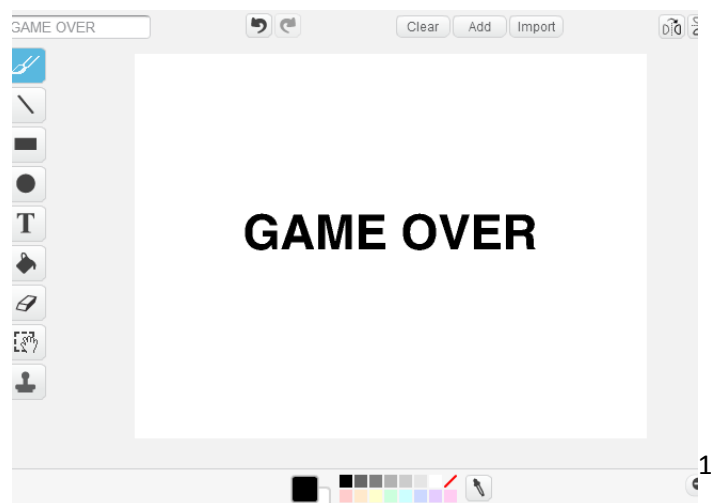
4

6. Create the Scripts for the Ball Sprite:

    a. Drag a "When Green Flag Clicked" into the scripts field

    b. Put a purple switch backdrop and connect it to the Green Flag script.

    c. Drag a blue "point in direction" and connect.

    d. Put a green "pick random 0 to 360" inside the "point in direction" script.

    e. Drag a yellow "forever" and connect it to the above scripts.

    f. Put blue "move 5 steps" inside the "forever"

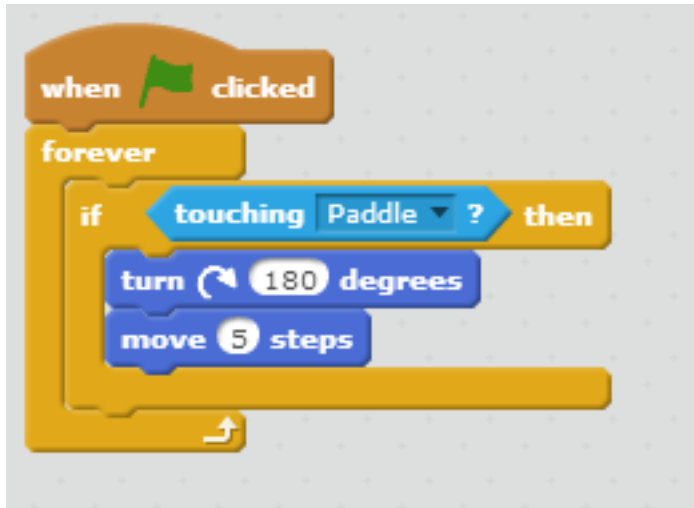   g. Put blue "if on edge, bounce" inside the "forever."
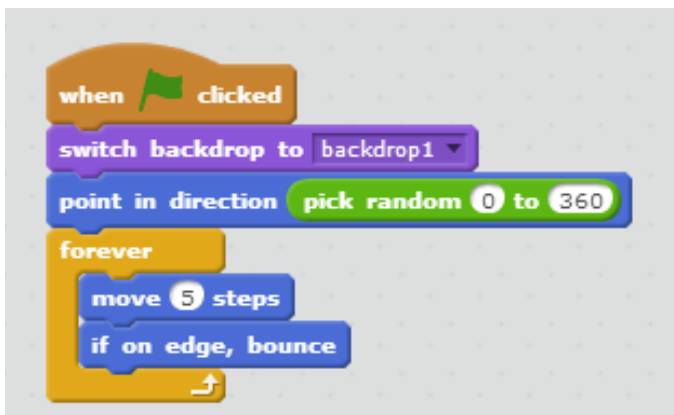
    h. Drag another "When Green Flag Clicked" into the scripts pane.

    i. Drag a yellow "forever if" into the scripts pane.

    j. Put a light blue "touching" in the "forever if" and select "paddle"

    k. Put a blue " " in the "forever if."
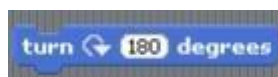
    l. Change the "15" to "180" so it reads:

   m.   Put a blue "move 5 steps" in the "forever if."

Your Script should look mostly like this:

Now finally, we need to add directions to end the game
once the ball touches the red rectangle.

a. Add another When Green Flag to the ball Sprite
b. Connect a forever loop to this
c. Drag an if_then block into the forever
d. Put a blue touching colour in the space between if and then and change
the colour in the box to red.
e. Connect a purple switch backdrop inside the if_then and change the
backdrop to 'GAME OVER'
f. It should look like this:
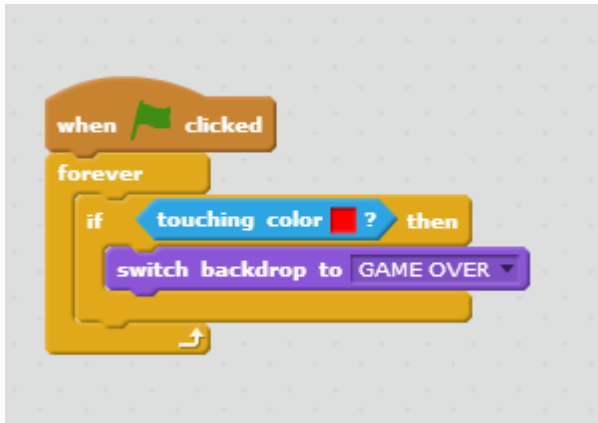
7. Create the paddle Scripts to look like this: This allows the paddle to move up and down when you press the up and down arrow keys.
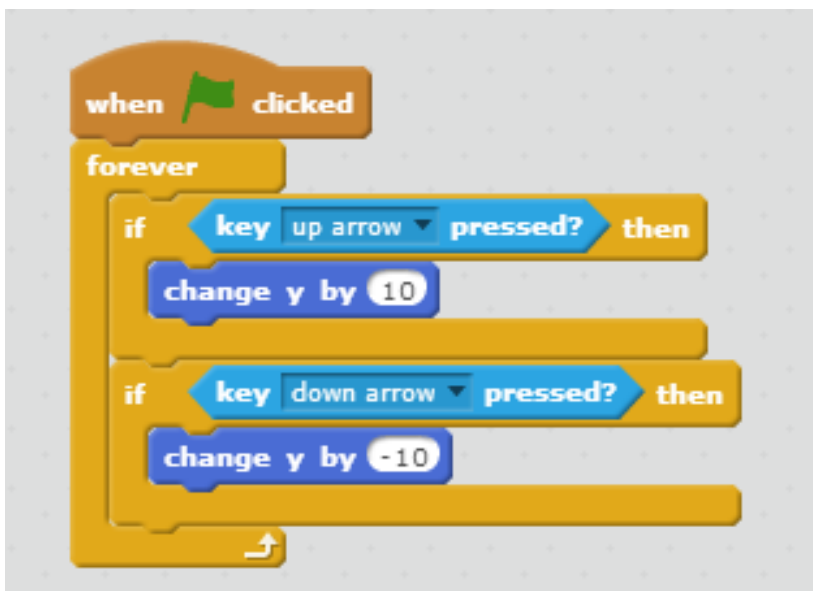
8. Click the green flag. Your game should work!