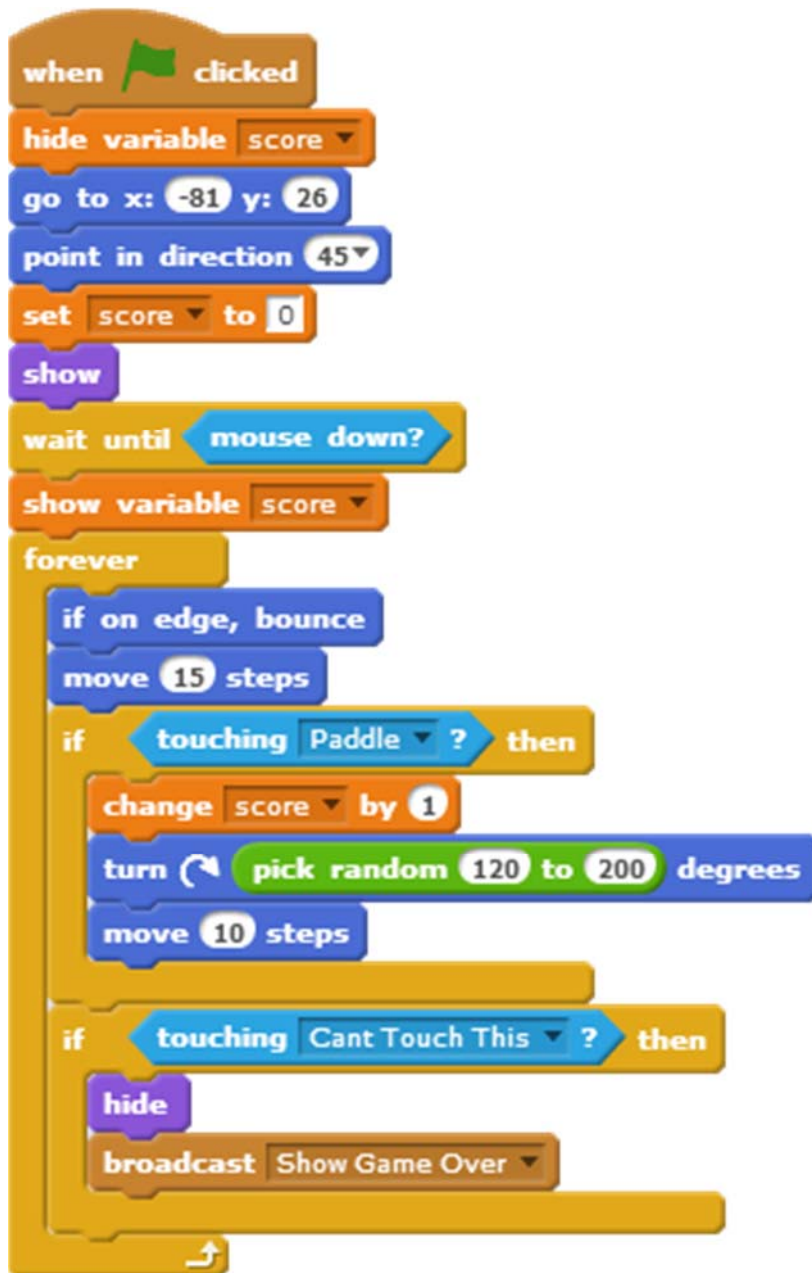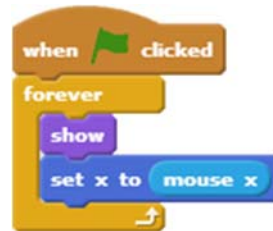# CoderDojo Scratch Track - Beyond the Basics

Week 1 : Heart Bounce Example code
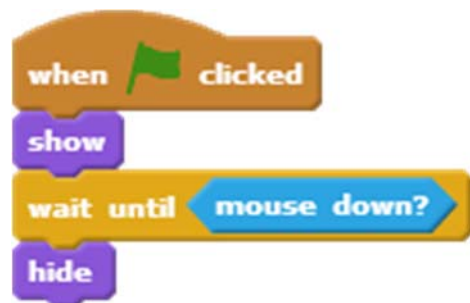
On the main sprite (i.e. the heart)

On the paddle

```
when [flag] clicked
hide variable score
go to x: -81 y: 26
point in direction 45
set score to 0
show
wait until < mouse down? >
show variable score
forever
    if on edge, bounce
    move 15 steps
    if < touching Paddle ? > then
        change score by 1
        turn (↻) pick random 120 to 200 degrees
        move 10 steps
    if < touching Cant Touch This ? > then
    hide
    broadcast Show Game Over
```
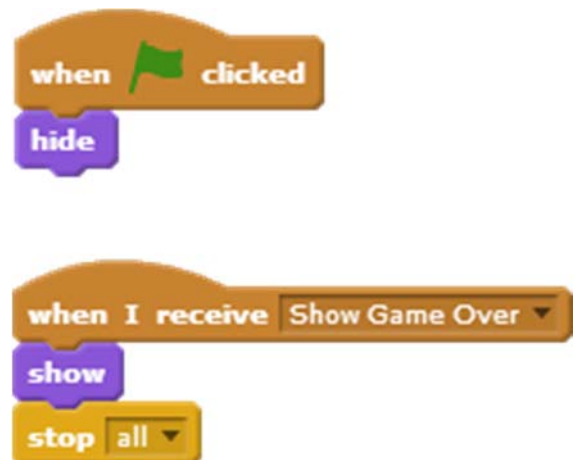
```
when [flag] clicked
forever
    show
    set x to mouse x
```

This will work to show or hide a sprite with a start message

```
when [flag] clicked
show
wait until < mouse down? >
hide
```

This will work to show or hide a sprite with a game over message

```
when [flag] clicked
hide
```

```
when I receive Show Game Over
show
stop all
```

Resources:

Start at scratch.mit.edu

Modify this project: http://scratch.mit.edu/projects/17731969/

The code on this handout is in http://scratch.mit.edu/projects/13500919

The presentation materials: github.com/coderdojosv/scratch-series

Check out learnscratch.org and scratch.mit.edu/help