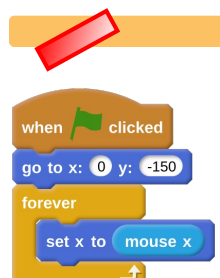


Breakout

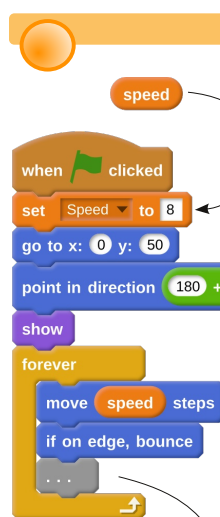
Hit all the bricks with the bouncing ball.



when clicked
go to x: 0 y: -150
forever loop: set x to mouse x

Move the paddle

Draw a paddle or pick it from the Scratch library. Place it towards the bottom of the screen.



when clicked
set Speed to 8
go to x: 0 y: 50
point in direction 180 + pick random -20 to 20
show
forever loop: move speed steps, if on edge, bounce

A bouncing ball

First, initialize the speed sprite variable, the position and the direction, so that the ball starts by going down.

Move the ball at its speed and bounce on edges

See on the next page for the bouncing on the paddle...

Breakout





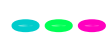
A ball bounces around.

With the paddle you make sure that it does not fall down to the ground.

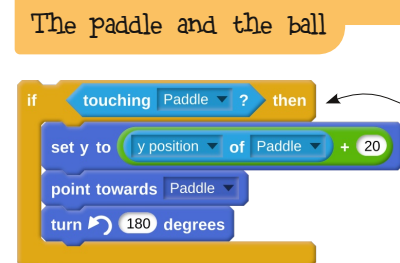
The goal is to hit all the bricks with the ball.

Preparation

You will need for the game:

- a ball, 
- a paddle, 
- a wide paddle, 
- bricks of different colors, 
- pills with super powers. 

Pick the sprites from the library or draw them yourself.



if touching Paddle ? then
set y to y position of Paddle + 20
point towards Paddle
turn 180 degrees

The paddle and the ball

... add to the Ball's "forever" loop.

When the ball touches the paddle it will bounce to the left or to the right, depending on which part of the paddle is touched, more or less steep, depending on how close ball is to the center of the pad:

- First, move up by 20 px so that it does not touch the paddle anymore.
- Then point to the center of the paddle.
- Finally invert the direction (turn by 180°)

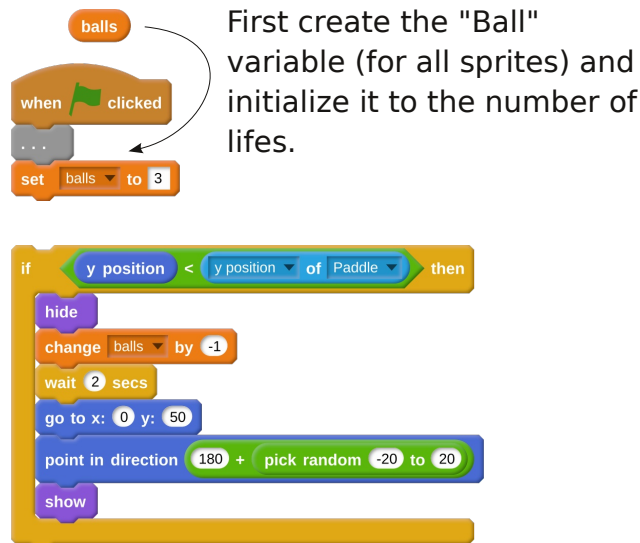
Try it out!



Click on the green flag: the ball will bounce around and the pad follow the mouse.

Losing a life

When the ball drops below the paddle, decrease the number of lives, then the ball goes back to its start position.

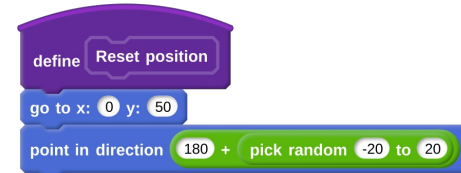


In the forever loop on page 2 we add a check for the ball position being below the paddle. If it's the case, we decrease the number of lives and – after two seconds – move back to the start position.

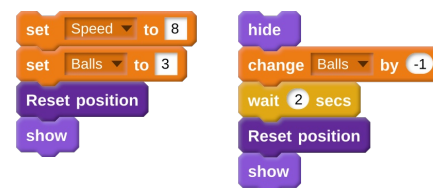
Refactoring

You might have noticed, that the code for the initialization is very similar to the one for resetting the position after the ball has been missed.

Let's refactor the code and create a "Reset position" block.



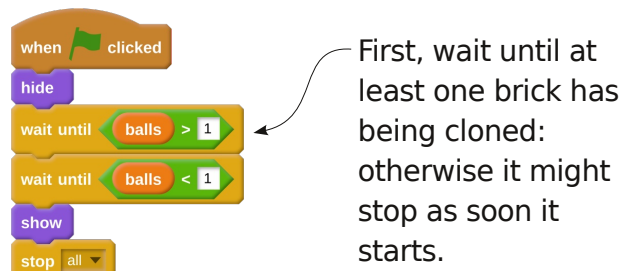
We can use "Reset position" for both the "initialization" and when moving back to the start position:



Game Over

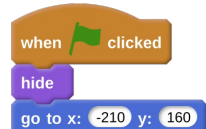
Game Over

We keep an eye on the number of balls left and trigger a "Game over" when no we have lost all balls.

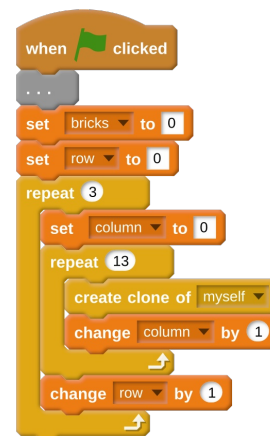


Draw the bricks

We are now drawing three rows of bricks. We draw the brick zero. We keep it hidden and place somewhere in the left top corner.

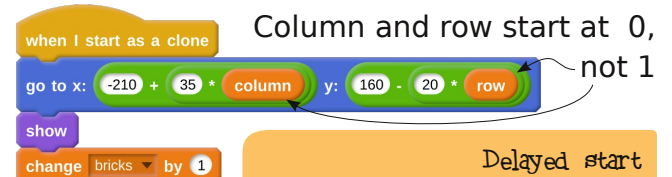


We have made some calculations and if our bricks are 30 by 15 pixels which we can fit them in 13 columns and 3 rows.



We keep track of the number of bricks, the row and the column, and we create each brick as a clone of the brick 0. Important notice: "row" and "column" must be for the sprite only. That way, each brick knows where it is. "bricks" is a global variable.

Each column is 35 wide and the rows 20 high. Each clone position is calculated by adding to the origin the index (column or row) multiplied by the width or height.



Delayed start

Add a "wait" between the "reset" and the "bouncing"



Hit the brick

wait until touching ball ?
change bricks by -1
delete this clone

Add it to the "When I start as a clone" code.
When a brick is hit by the ball it disappears...

Hit the brick 2

if touching brick ? then
point in direction 180 - direction

Add it to the "Forever" loop.

... And when the ball hits a brick, it inverts its direction.

(If the bricks do not disappear, wait 0.1 seconds before changing direction.)

The Winner

when clicked
hide
wait until bricks > 1
wait until bricks < 1
show
stop all

The "Winner" sprite is hidden and wait for the number of bricks being back down to 0 before showing.

First, wait for at least one bricks being cloned: otherwise it might stop as soon it starts.

Colorful bricks

We set different colors for each row and on the second row add three gray bricks that cannot be destroyed.

Set Style

switch costume to row + 1
if row = 1 then
if column = 3 or column = 6 or column = 9 then
switch costume to gray

Create 4 costumes of different colors, the forth being the gray one.

When I start as a clone

Set Style
show
if not costume # = 4 then
wait until touching ball ?
delete this clone

Add "Set style" just before the clone is shown...
Put an "if" around the blocks between "wait until" to "delete this clone".

Winner Wins 3

wait until bricks = 3

In the winner, wait until 3 bricks are left, not 0.

Drop the pills

set bonus start X to x position
set bonus start Y to y position
broadcast Drop bonus

bonus start X
bonus start Y

- Create the global variables "bonus start X" and "bonus Start Y"
- Towards the end of "When I start as a clone, just before deleting the clone...
- ... Set "bonus Start X" to the current "x position" and "bonus Start Y" to the "y position"
- Broadcast the "Drop bonus" Message.

Drop the pills 2

when clicked
hide
when I receive Drop bonus
create clone of myself

Draw a pill. When the game starts it hides itself and when a brick broadcasts a "Drop bonus" it clones itself...

when clicked
hide

when I receive Drop bonus
create clone of myself

Drop the pills 3

Create a "Bonus" sprite variable.
If the random value is bigger than 3 (3 chances out of 4) just do nothing and delete the clone...

when I start as a clone

set bonus to pick random 1 to 12
if bonus > 3 then
delete this clone
switch costume to bonus
go to x: Bonus start X y: Bonus start Y
show
repeat until y position < y position of paddle
change y by -6
if touching paddle ? then
delete this clone
delete this clone

1 to 12? We have three bonus and 1/4 chance:
 $3 * 4 = 12$

... otherwise, move to the place where the brick was, appear there, and fall down until it gets past the paddle (or touches it).

We need three costumes.

Broadcast from here the bonus messages...

Bonus: a wide paddle

When the player catches a "Wide Paddle" bonus (the number 1), the paddle gets wider. It will return to the normal size after 10 seconds.

if **bonus = 1** then
broadcast **bonus wide paddle**

← Add the broadcast to the "if touching paddle"

Bonus: a wide paddle

The paddle listens to the "Bonus Wide Paddle". It then switches to a costume with a wider paddle and waits for 10 second before switching back to the normal costume.

when I receive **bonus wide paddle**
if **costume # = 1** then
switch costume to **wide**
wait **10** secs
switch costume to **normal**

when **flag clicked**
switch costume to **normal**

Bonus: a slow ball

When the player catches a "Slow ball" bonus (the number 2) the speed of the ball gets slower.

if **bonus = 2** then
broadcast **bonus slow ball**

Bonus: a slow ball 2

The ball listens to the "bonus slow ball". Then, if the speed is currently the normal one, set the variable to the lower value, wait 10 seconds, before setting the speed value to its normal value.

when I receive **bonus slow ball**
if **speed = 8** then
set **speed** to **5**
wait **10** secs
set **Speed** to **8**

Bonus: extra balls

Each time the player catches an "Extra ball" bonus (the number 3) one more ball starts bouncing around.

if **bonus = 3** then
broadcast **bonus extra ball**

Bonus: extra balls 2

The ball listens to the "bonus extra ball". If costume is the normal one, create a clone. What does a clone do? It changes the costume to "extra", goes to the start position and starts bouncing.

Refactoring:
the ball and the clone
bounce in the
same way.

when I receive **bonus extra ball**
if **costume # = 1** then
create clone of **ball**

when I start as a clone
switch costume to **extra**
Reset position
Bounce

define **Bounce**
forever

when **flag clicked**
Bounce

Bonus: extra balls 3

Finally, we only lose a life, when the original ball drops. The clones simply "disappear".

define **Bounce**
...

if **y position < y position of paddle** then
...

if **y position < y position of paddle** then
if **costume # = 1** then
...
else
delete this clone