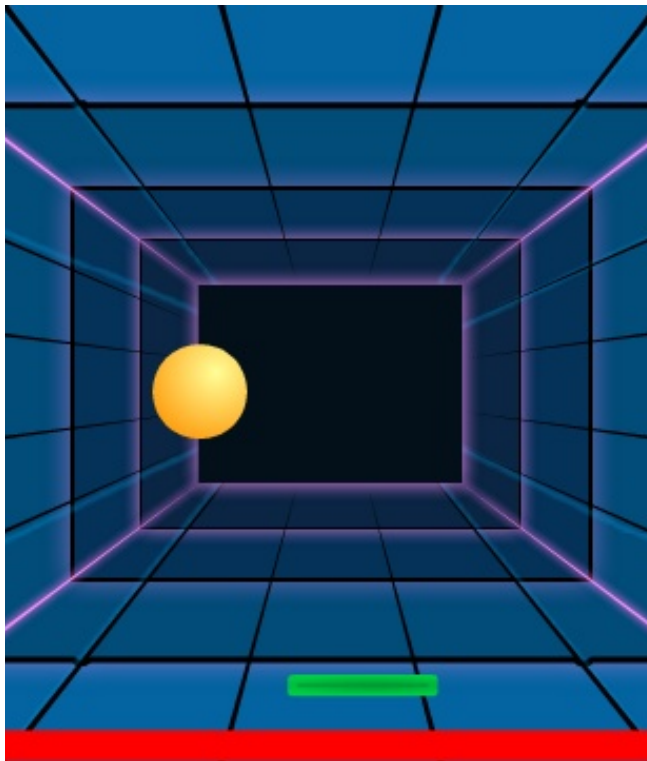
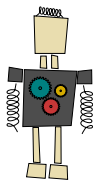


Pong game



Move the paddle left and right. Prevent the ball from touching the floor.





**CoderDojo
Zürich**

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Coderdojo Zürich, Ale Rimoldi, Gian-Maria
Daffré.

Pong game



Pong is one of the oldest computer games.

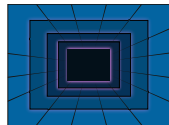
The ball moves on the screen in all directions.

Move the paddle, so that the ball does not touch the floor.

Preparations

To create the game, you will need:

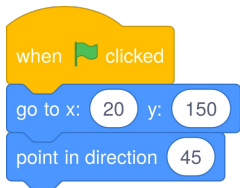
- a ball
- a paddle
- a floor
- and a cool background



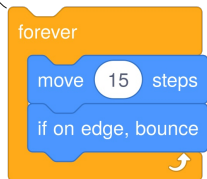
Pick the sprites from the library or draw them yourself.

Programming

After clicking on the green flag, the ball should go to its starting position:



Then, the following code will make the ball move and bounce.



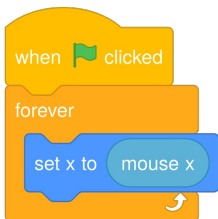
Here we go!



Click on the green flag and the ball should start moving in all directions.

Programming

Place the paddle at the bottom of the screen and add the code to move it left and right.



The paddle follows the x coordinates of the mouse.

Here we go!

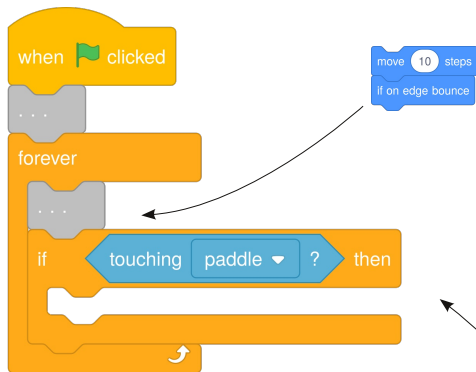


Click on the green flag and, when you move your mouse, the paddle should start moving left and right.

Programming



The ball should check if it touches the paddle:

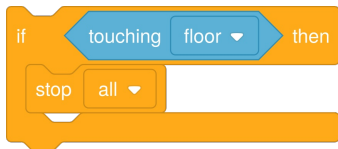


When it touches the paddle, it should bounce back.



As soon as the ball touches the red floor, the game should stop.

Add this to the Ball's forever loop:

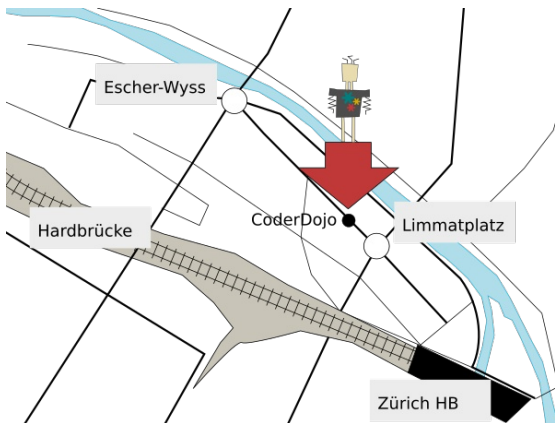


Next steps

- Count the points.
- Use the keyboard to control the paddle.
- Set the ball bounce direction depending on the side of the paddle that has been touched - left, center or right (you can use colors to do it or calculate the x coordinate).

CoderDojo is a free programming club for kids and teenagers between 7 and 17.

CoderDojo encourages independent learning through work on projects, mutual assistance, and creation of innovative projects.



Every Sunday, 15:00 - 17:00 @ Liip

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