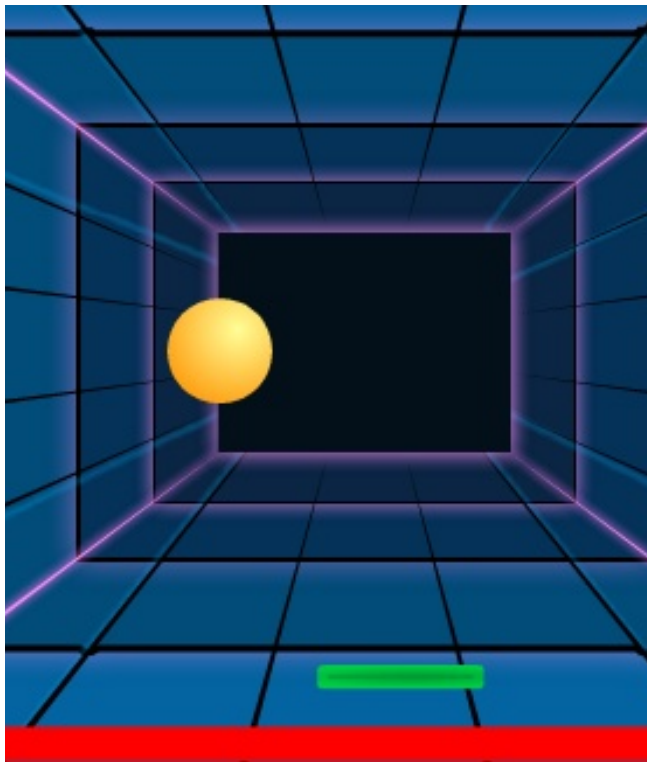
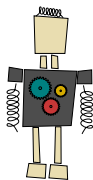


Pong game



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 

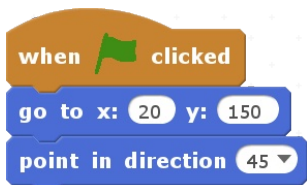
New sprite:



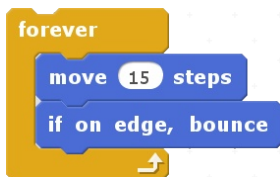
Pick the sprites from the library or draw them yourself.

Programming

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



Then the following code will make the ball moving



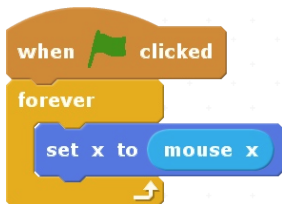
Here we go!



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

Programming

The paddle should be placed at the bottom of the screen and move left and right



The paddle follows the x coordinates of the mouse

Here we go!



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

Programming

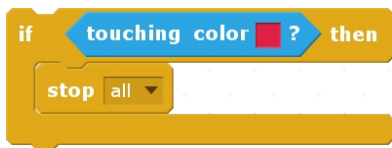
The ball should check if it touched the paddle



When it touches the paddle, it should bounce back



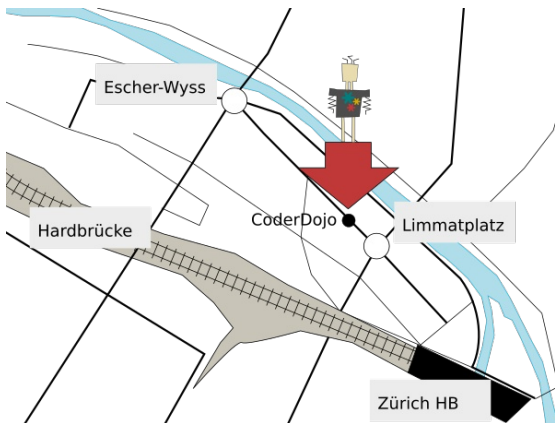
As soon as the ball touches the red floor, the game should stop



- Count points
- Use 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 determine that or calculate 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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