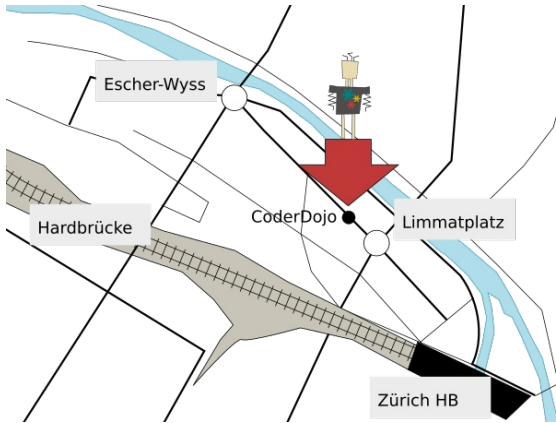


CoderDojo is a free programming club for kids and teenagers between 7 and 17

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



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

Limmatstrasse 183

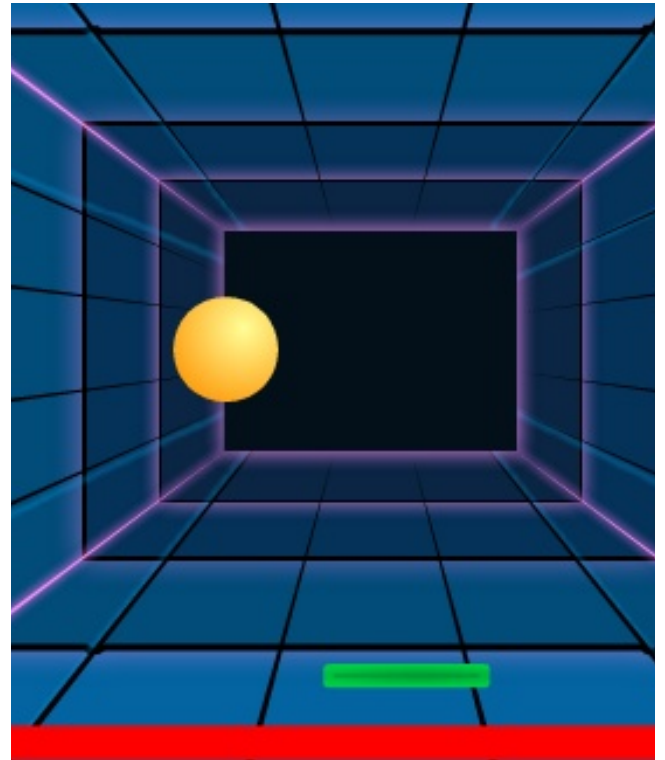
8048 Zürich

<http://coderdojzh.github.io/>

Pong game



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



Programming

The ball should check if it touched the paddle



When it touches the paddle, it should bounce back



Pong game



Pong is one of the oldest computer games.

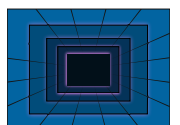
The ball moves on the screen in all directions.

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

Preparations

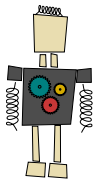
To create the game, you will need:

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



New sprite:

Pick the sprites from the library or draw them yourself.

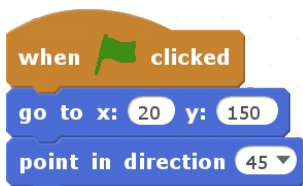


CoderDojo
Zürich

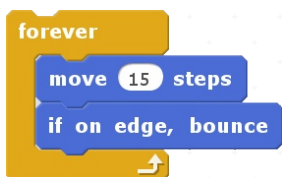
Creative Commons License CC-BY-SA,
Coderdojo Zürich, Ale Rimoldi, Gian-Maria
Daffré.

Programming

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



Then the following code will make the ball
moving



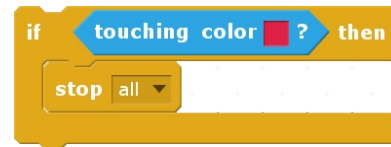
Here we go!



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

Programming

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



Next steps

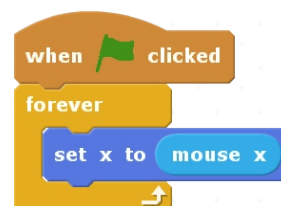
- Count points
- Use keyboard to control the paddle
- Set the ball bounce direction depending
on the side of the paddle that has been
touched - left, center or right (you can use
colors to determine that or calculate x
coordinate)

Programming



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.