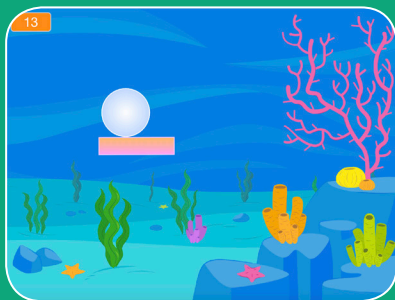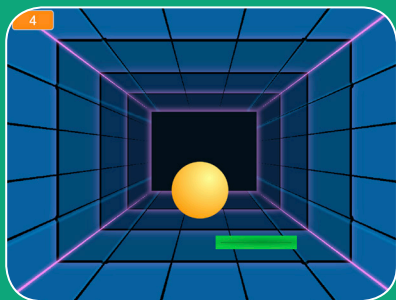# Pong Game Cards

Make a bouncing ball game with sounds, points, and other effects.

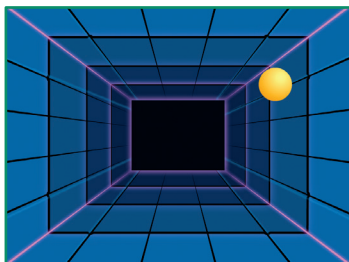scratch

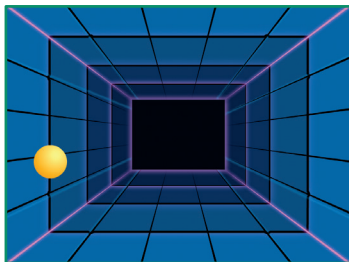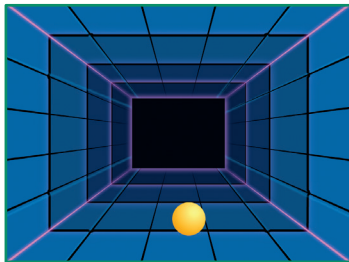# Pong Game Cards

Use these cards in this order:

1. Bounce Around
2. Move the Paddle
3. Bounce off the Paddle
4. Game Over
5. Score Points
6. Win the Game

Bounce Around

Make a ball move around the Stage.

SCRATCH

Bounce Around

GET READY

Choose a backdrop.

Neon Tunnel

Choose a ball.

Ball

ADD THIS CODE

Ball

```
when 🏴 clicked
turn ↻ 15 degrees
forever
    move 15 steps
    if on edge, bounce
```
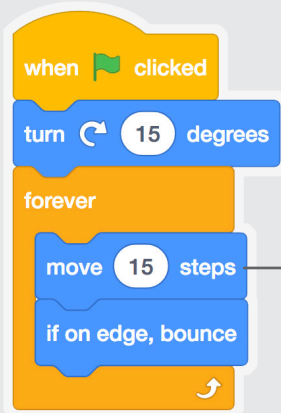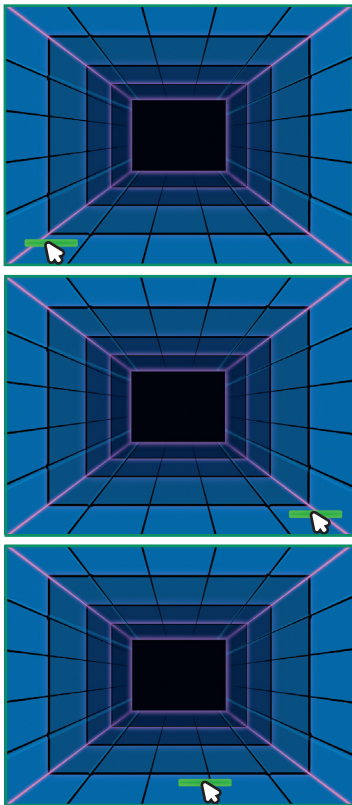
Type a bigger number to move faster.

TRY IT

Click the green flag to start.

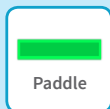# Move the Paddle

Control a paddle by moving your mouse pointer.

SCRATCH

Move the Paddle

GET READY

Choose a sprite for hitting the ball, like Paddle.
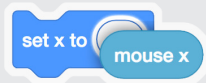
Paddle

Then, drag your paddle to the bottom of the Stage.

ADD THIS CODE

Paddle

```
when 🏴 clicked
forever
  set x to (mouse x)
```

Insert the mouse x block into the set x to block.

set x to (mouse x)

TRY IT

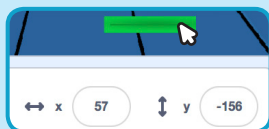**Click the green flag to start.**

Move your mouse pointer to move the paddle.
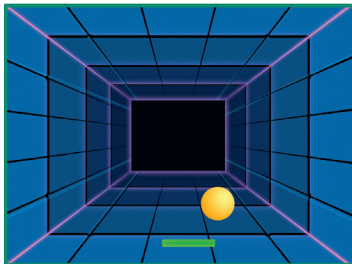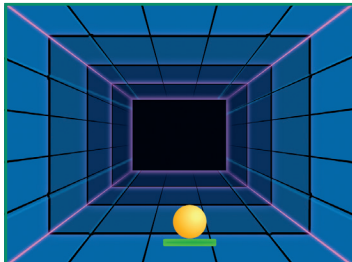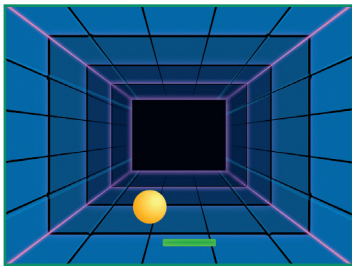
TIP

You can see the x position of the paddle change as you move the mouse pointer across the Stage.

↔ x   57   ↕ y   -156

Bounce Off the Paddle

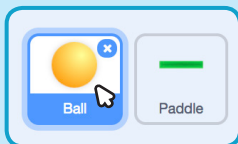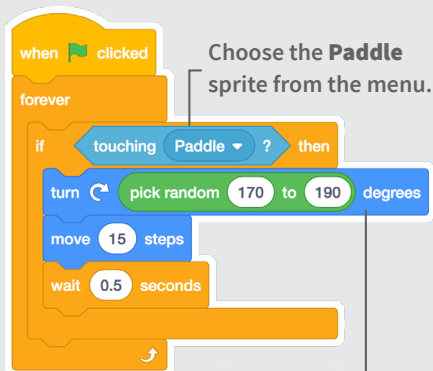**Make the ball bounce off the paddle.**

SCRATCH

Bounce Off the Paddle
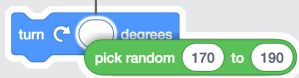
scratch.mit.edu

GET READY

Click to select the **Ball** sprite.

ADD THIS CODE

Add this new stack of blocks to your ball sprite.

```
when [flag] clicked
forever
  if < touching [Paddle ▼] ? > then
    turn ↻ (pick random (170) to (190)) degrees
    move (15) steps
    wait (0.5) seconds
```

Choose the **Paddle** sprite from the menu.

Add the **pick random** block to the **turn** block.

```
turn ↻ ( ) degrees
  pick random (170) to (190)
```

TRY IT
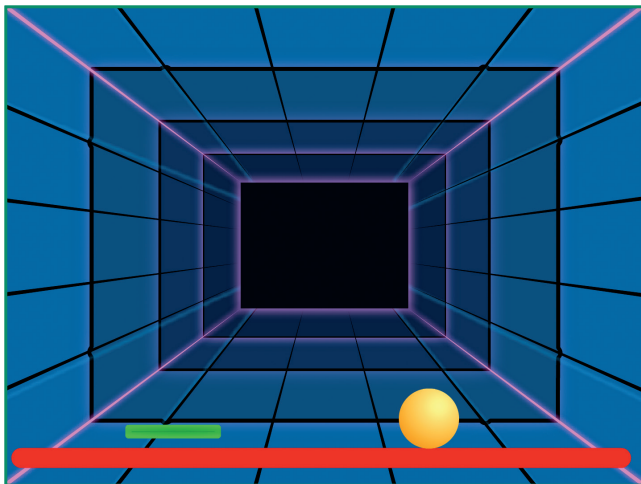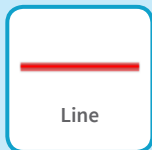
Click the green flag to start.

Game Over

Stop the game if the ball hits the red line.

Game Over

GET READY

Line

Choose the sprite called Line.
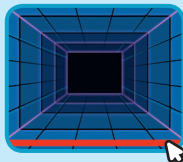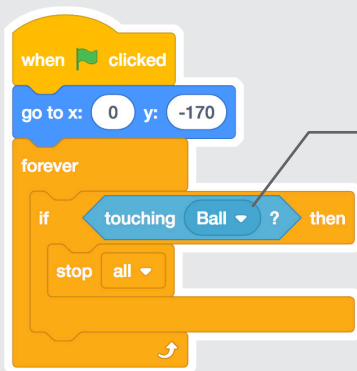
Drag the Line to the bottom of the Stage.

ADD THIS CODE

Line

```
when 🚩 clicked
go to x: 0 y: -170
forever
    if  touching Ball ▼ ? then
        stop all ▼
```
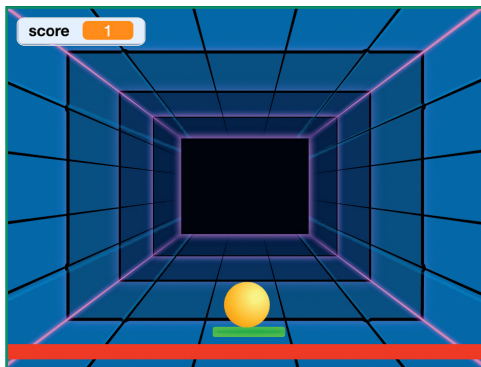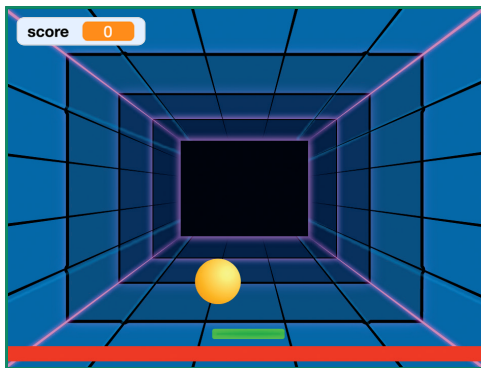
Choose the **Ball** sprite from the menu.

TRY IT

Click the green flag to start. —

Score Points
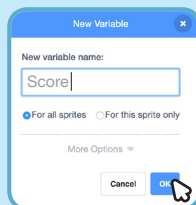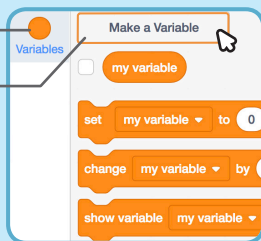
Add a point each time you hit
the ball with the paddle.

SCRATCH

Score Points

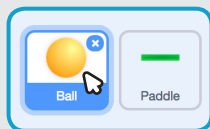## GET READY

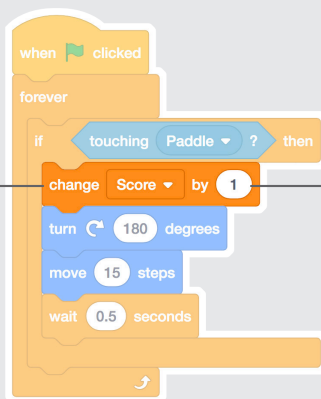Choose **Variables**

Click the **Make a Variable** button.

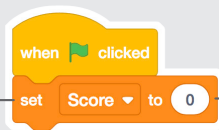Name this variable **Score** and then click **OK**.

ADD THIS CODE

Click to select the **Ball** sprite.

Use the dropdown menu to choose Score.

Add this block and choose **Score** from the menu.

Use the **set** block to set the score to zero when you click the green flag.

Win the Game
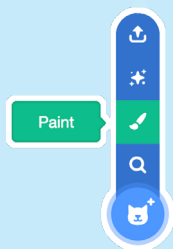
When you score enough points,
display a winning message!

SCRATCH

Win the Game

GET READY

Paint

Click the paintbrush to draw a new sprite.

Use the **Text** tool to write a message, like "You won!"

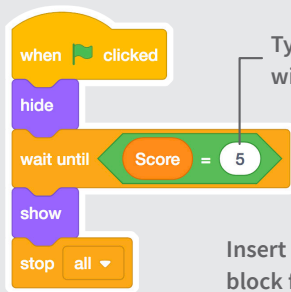**YOU WON!**

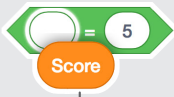**You can change the font color, size, and style.**

ADD THIS CODE

Code **Click the Code tab.**

YOU WON!
You Won!

```
when [flag] clicked
hide
wait until < Score = 5 >
show
stop all ▾
```

Type the number of points for winning the game.

```
< ( ) = 5 >
    Score
```

Insert the **Score** block into the **equals** block from the Operators category.

TRY IT

Click the green flag to start.

Play until you score enough points to win!