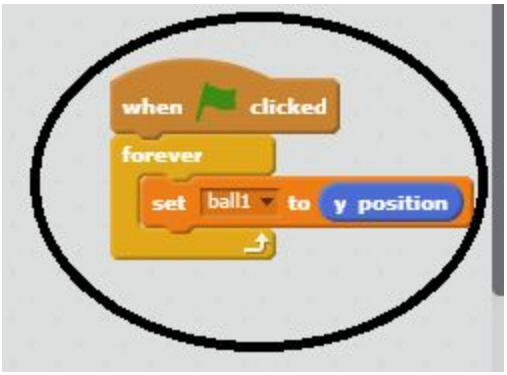
Written responses

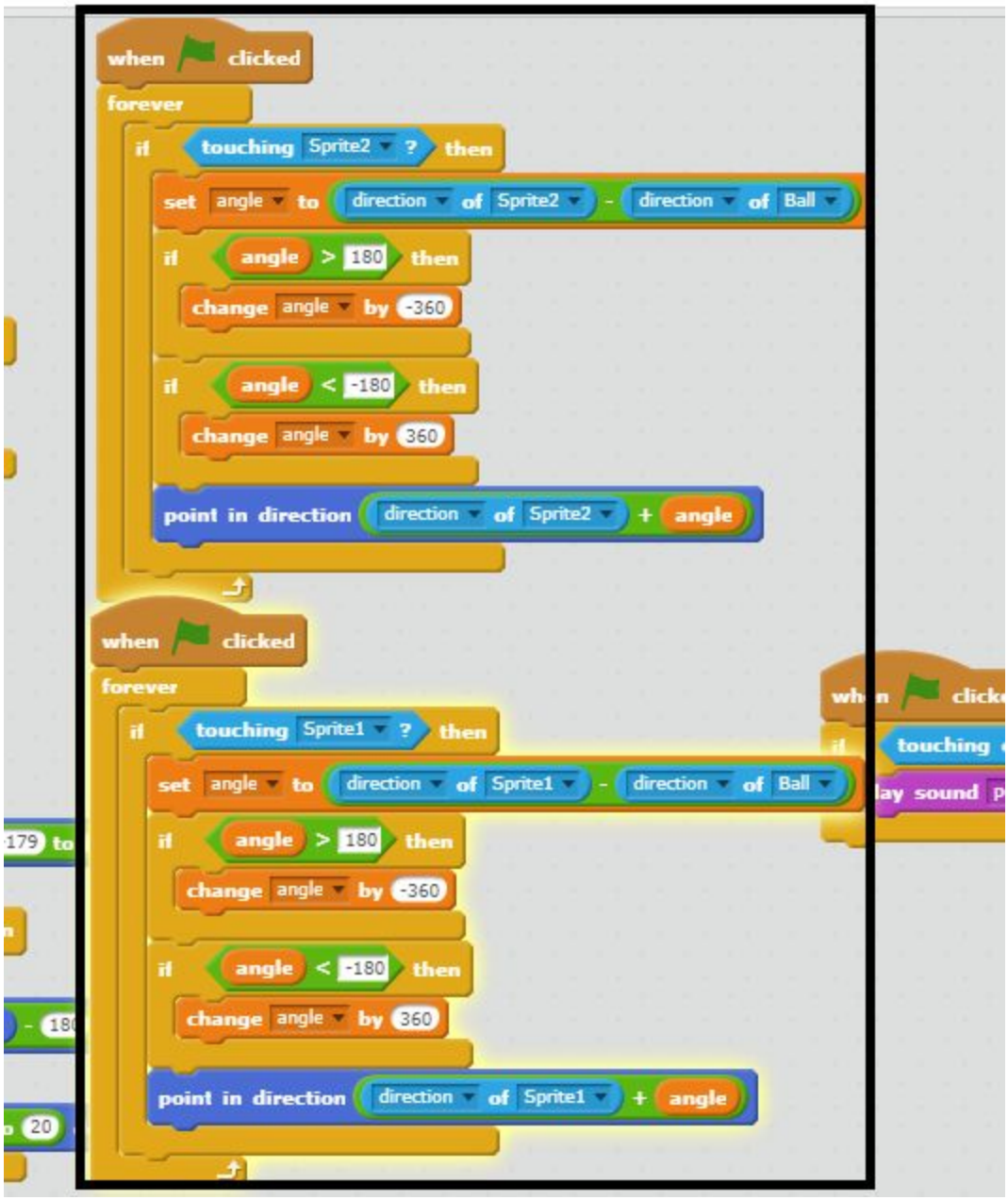
2A. In my AP Project i used scratch for my programming language which is another programming language with visual effects and an easier code to understand

2A. My purpose of my program was to build the pong game to recreate your greatest childhood game and add more ways to make it harder to beat

2B. To start my project i looked up other pong games on scratch and seen how they worked and how they used the variables to play against the computer my difficulties was making the game more difficult to beat and how to increase the velocity of the ball and the computers paddle one of the conflicts i ran into was the paddles velocity and it following the ball while creating my program i got help from my peers with only simple task like looking for a new variable for the computers paddle to follow the X value of the ball and to follow the ball with a high velocity to make it harder to compete against, One thing i figured out how to do is when you lose and when you win i made the program be able to change the back drop depending on if you won or if you lost with if you lost making it say game over or if you win it saying you won

2C.When flag is clicked forever loop (set y to Ball1) this code is fundamental for the purpose of my code because of this being the computers paddle and without this variable the paddle wouldn't move and the game wouldn't work without the paddle moving so the game wouldn't be able to go on its on



2D. 

This helped me with my program by the pong being able to stay in the designated boundary and keep playing. This program is directed to where when it hits the walls it will send it back in the opposite direction it was going to this helps with the complexity by having a designated playing area for the pong game