

Task Session (2)

Ping Pong - Adding a Second Slider for Two-Player Mode

Objective: Develop a two-player Ping Pong game by introducing a second paddle and adjusting game mechanics.

Instructions:

1. Adding a Second Slider:

- In the Designer, add another Slider at the top of the screen to represent the second player's paddle.
- Style the slider to match the existing paddle, ensuring it fits within the game layout.

2. Adjust Ball Movement:

- In the Blocks Editor, modify the ball movement logic to include interactions with the second slider.
- Adjust the ball's collision detection to bounce off both the top and bottom sliders.

3. Score System:

- Create separate score variables for each player.
- Update the score based on which paddle the ball touches last before it goes out of bounds.
- Display the score dynamically on the screen.

4. Testing:

- Ensure the ball reacts correctly to both paddles.
- Verify the scoring system tracks each player's points accurately.