Pong

Sprite2

```
when Clicked
hide
show
go to front
```

Right

```
when clicked
go to x: 220 y: 0
forever
set y to mouse y
if on edge, bounce
```

Left

```
when wv key pressed
change y by 15
if on edge, bounce

when sv key pressed
change y by -15
if on edge, bounce

when clicked
go to x: -220 y: 0
```

Leftend

```
when clicked
```

Rightend

```
when clicked
```

Sprite1

```
when clicked
```

Ball

```
when 🔼 clicked
wait 1 secs
go to x: 0 y: 0
point in direction -45▼
set Player1▼ to 0
set Player2▼ to 0
repeat until Player1 = 5 or Player2 = 5
 move 5 steps
 if on edge, bounce
 if touching color ?
 if touching leftend ▼ ?
  hide
  change Player1 v by 1
wait 1 secs
go to x: 0 y: 0
   show
      touching rightend ▼ ?
  change Player2 by 1
   wait 1 secs
  go to x: 0 y: 0
   show
    Player1 = 5
 say Player 1 Wins! for (2) secs
 say Player 2 Wins! for 2 secs
stop all
```