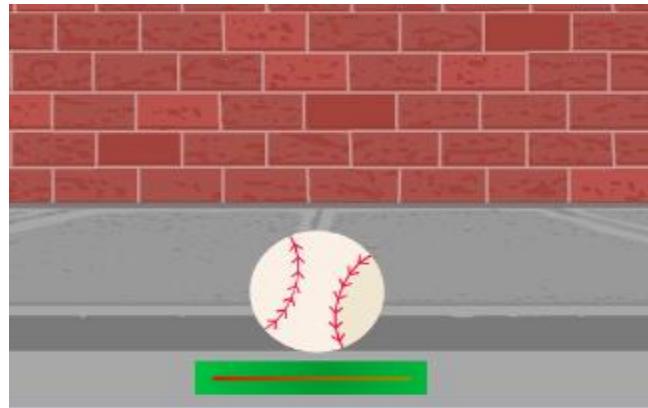


G-3 → Game code: Bounce ball, one player

<https://www.youtube.com/watch?v=BlmBDrnhd2I&list=PLrsH46EwyUzTLPPxG5jz0wgDkvPetxj0r>



Code for ball:

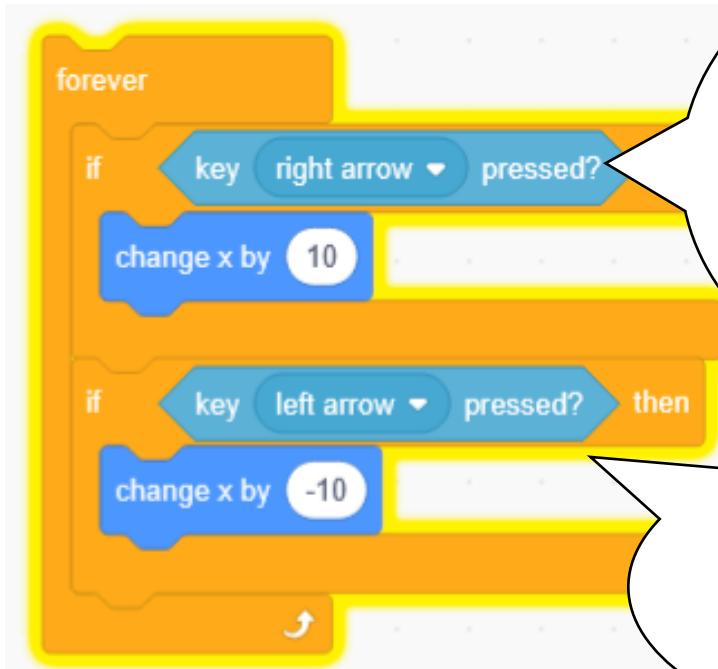
```
forever
  move (10) steps
  if on edge, bounce
```

1. Move the ball
10 steps and
bounce it back
when touching
the edges

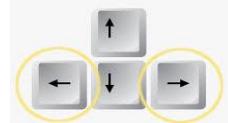
```
when green flag clicked
  go to x: (0) y: (0)
  point in direction (45)
forever
  move (10) steps
  if on edge, bounce
```

2. Set the starting point to
be (0,0)
3. Change the angle of ball
to 45 degrees using **point
in direction block**

Code for paddle: 



4. Pressing right and left key will move the paddle

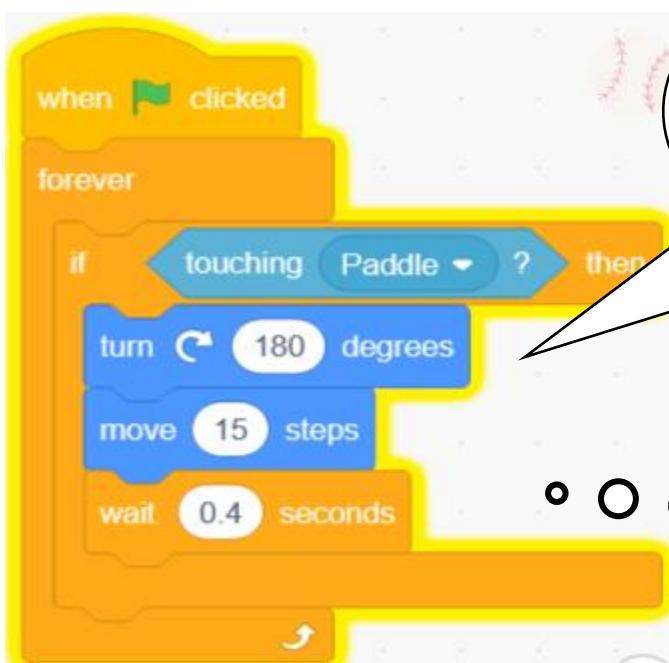


Use this block from sensing section



so now we have a paddle and a bouncing ball
But they don't look like touching each other and bouncing back in opposite direction. Lets code the ball again to make it work.

Code again for ball: 



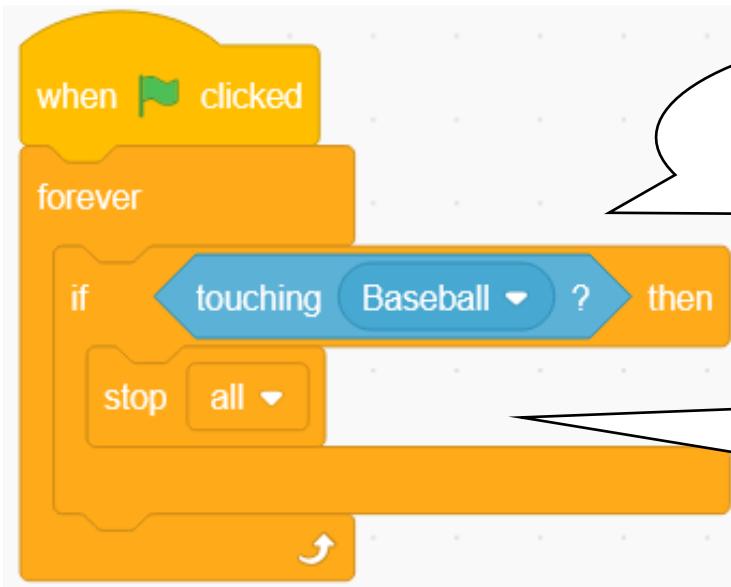
5. Make the ball turn in opposite direction when touches the paddle

How can we add the score???

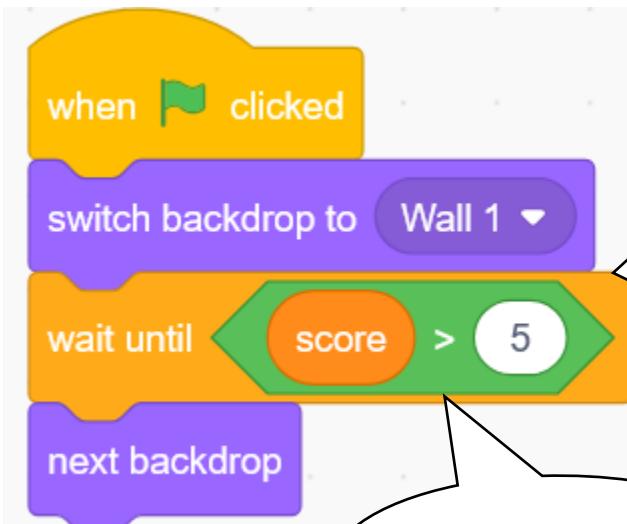
If we want to end the game when ball is hitting the bottom of the screen.

Code for line:

Take a new sprite named line and put it in the bottom of the stage.



If you want to add the next level to the game



5. If ball is touching the line then end the game

Get this block from control section

6. Keep wall background and when score is 5 change the background to show next level

Its in operator section