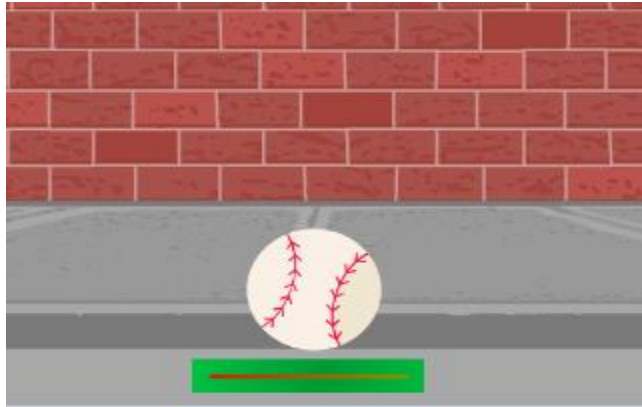


G-3 → Game code: Bounce ball, one player

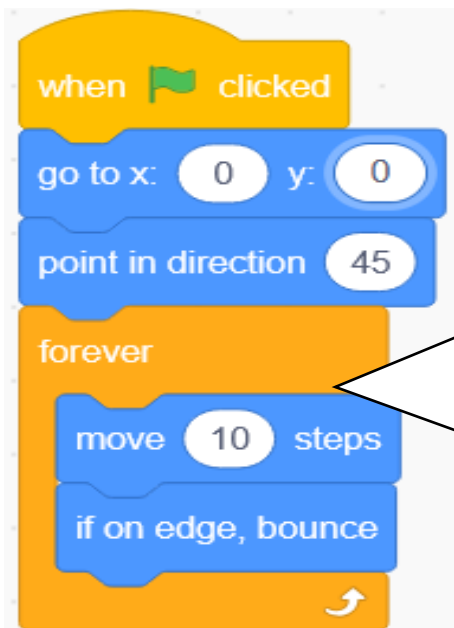
<https://www.youtube.com/watch?v=BlmBDrnhd2I&list=PLrsH46EwyUzTLPPxG5jz0wgDkvPetxj0r>



Code for ball:

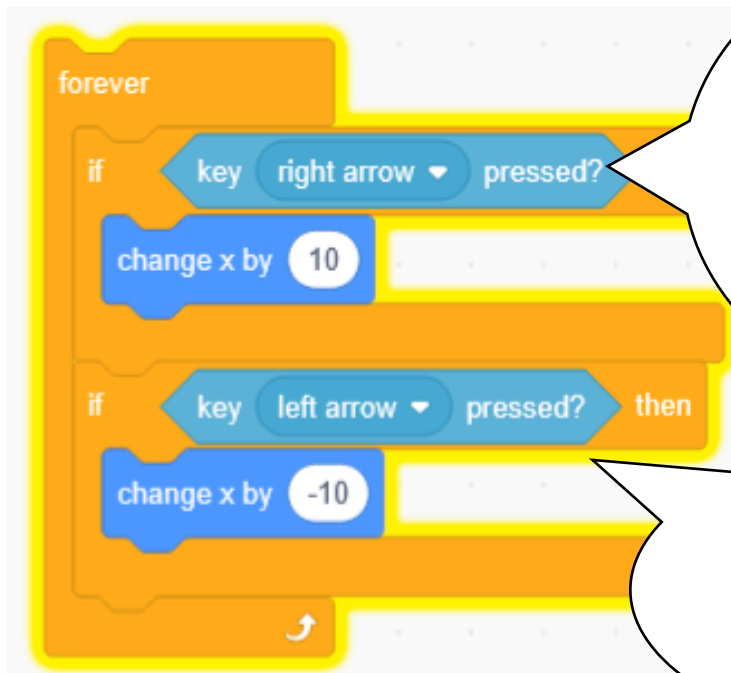


1. Move the ball 10 steps and **bounce it back** when touching the edges

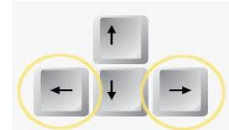


2. Set the starting point to be (0,0)
3. Change the angle of ball to 45 degrees using **point in direction** block

Code for paddle:



4. Pressing right and left key will move the paddle

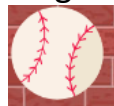


Use this block from sensing section

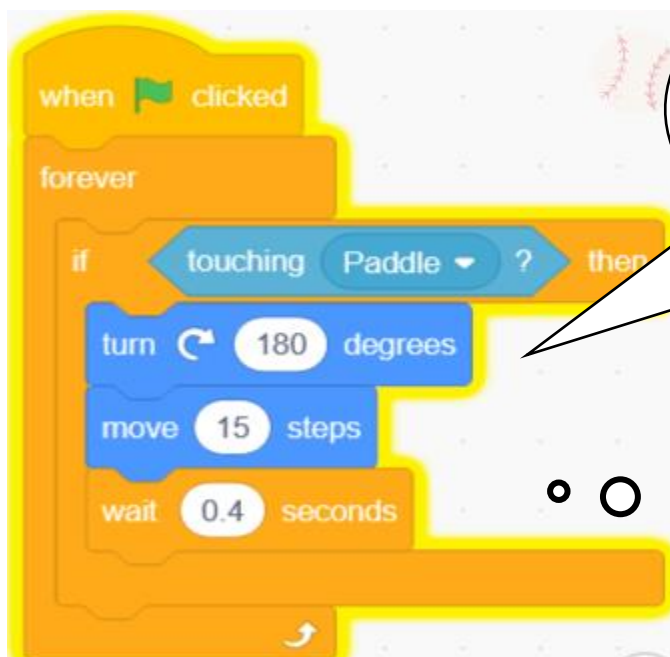


so now we have a paddle and a bouncing ball

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

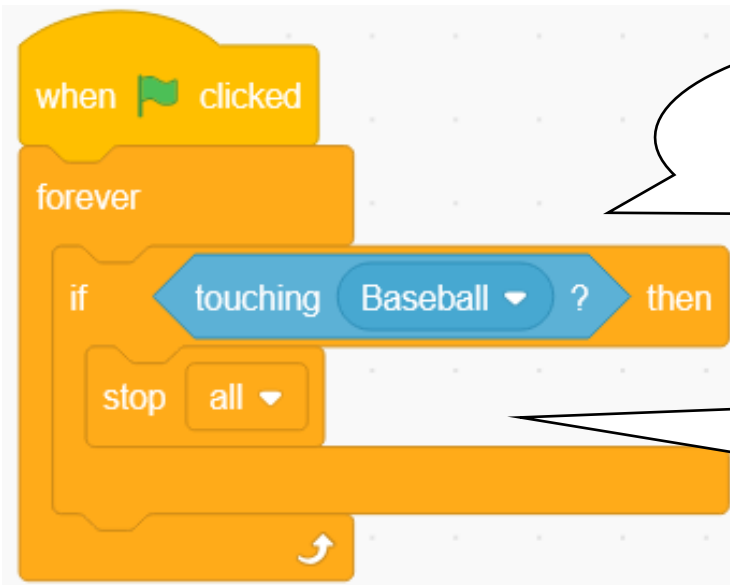
How can we add the score???

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

Code for line:



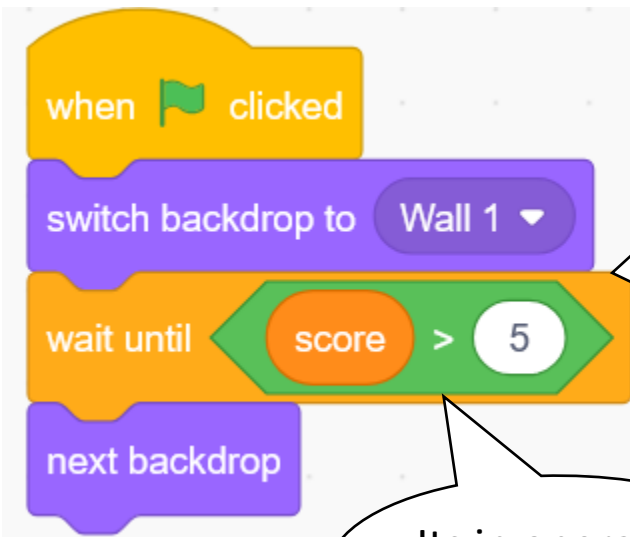
Take a new sprite named line and put it in the bottom of the stage.



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

Get this block from control section

If you want to add the next level to the game



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

Its in operator section