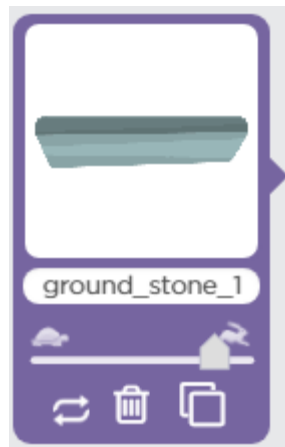# Game Lab - Pong

Create these animations:

Add the sprites to the screen.

The background doesn't move at all. Make it first so it is drawn first in the draw loop and erases the other items.

```
var back = createSprite(200, 200);
back.setAnimation("city_1");
```

The paddle will move from side to side, but only when the button is pressed. Make it second.

```
var paddle = createSprite(100, 300);
paddle.setAnimation("ground_stone_1");
paddle.scale = 0.25;
```

The star will go last. It is going to bounce around the screen and it is going to move by itself, so add velocity.

```
var star = createSprite(10, 10);
star.setAnimation("coin_gold_1");
star.velocityX = 5;
star.velocityY = 6;
star.scale = 0.5;

createEdgeSprites();
```

In the draw loop, start by bouncing the star around on the screen AND off the paddle.

```
function draw() {
    drawSprites();
    star.bounceOff(paddle);
    star.bounceOff(edges);
}
```

Run your code and test it to see that the star is moving correctly.

Now, let's make the paddle move.

Inside the draw loop, at the bottom, add the code to make the paddle move back and forth.

```
if (keyDown(▼ "a") && paddle.x >= 10) {
    paddle.x -= 10;
}
if (keyDown(▼ "d") && paddle.x <= 380) {
    paddle.x += 10;
}
```

Run your code and test it to see if the paddle moves back and forth when you press the button.

Now, let's make you lose if the star falls below the paddle.

Inside the draw loop, at the bottom add the game over code.

```
if (star.y > paddle.y) {
    star.destroy();
    paddle.destroy();
    textSize(40);
    text("Game Over", 100, 350);
}
```