

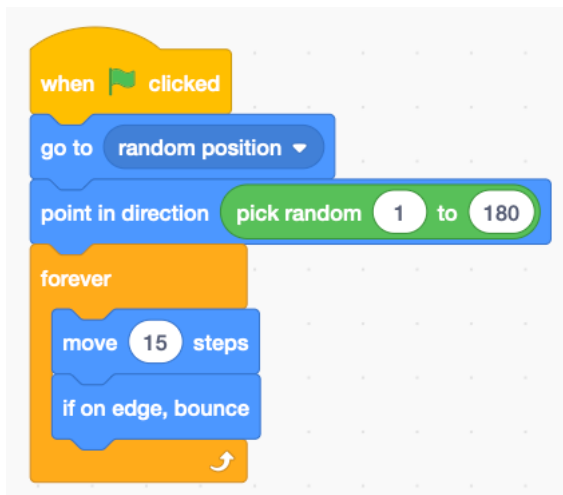
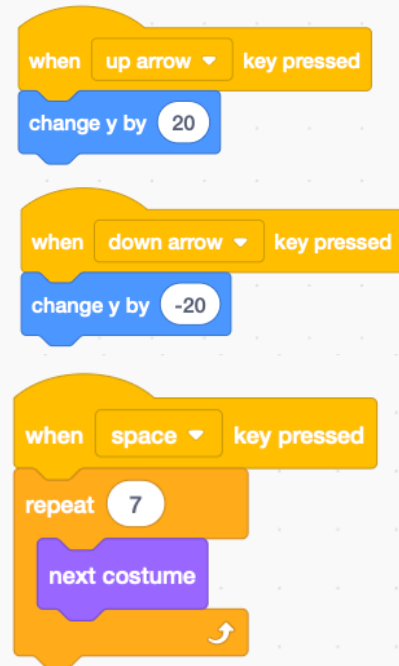
SCRATCH Bat n' Ball



Register/login at <https://scratch.mit.edu>

Animated player with a bat and ball.

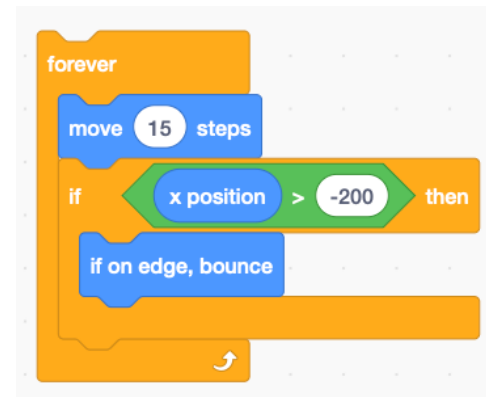
- 1) Download the player with the bat from <http://codeclub67.github.io/images/bat.gif>.
- 2) Choose a new “ball” sprite and make it a bit smaller – about 50%.
- 3) Drag the player to the left of the screen and add code (right) to move it up and down.
- 4) Animate the player when you press **space** by cycling through its 7 costumes.
- 5) Add code (below) to the **ball** to make it bounce around the screen.



*This puts the ball in a random position and points it at an angle heading right, 0 to 180° (degrees). This ball bounces off all 4 edges. **Test this by running it.***

*The ball shouldn't bounce off the left wall behind the player. **You must hit the ball instead.***

- 6) Change the ball code in the loop so it doesn't bounce off the left wall. Only bounce when the x position is greater than -200.



Add code to make the player hit the ball only when it's animated.

- 7) Add the code (below) to the loop. Make the ball bounce to the right by pointing it in a positive direction (**absolute** value removes the minus sign). The condition for doing this is if it's **touching** the bat **and** it's **animated** – **costume number** greater than 1.



Try adding a button to serve the ball.

Try keeping score.

Save your code with a good name. **File > Save now**