# A pixel art of a person holding a tennis racket AI-generated content may be incorrect.Scratch logo and symbol, meaning, history, PNG

**Bat n’ Ball**

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

*Animated player with a bat and ball.*

A purple circle with white border

AI-generated content may be incorrect.

1. Download the player with the bat from [http://codeclub67.github.io/images/bat.gif.](http://codeclub67.github.io/images/bat.gif)
2. A screenshot of a computer screen

   AI-generated content may be incorrect.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. A screenshot of a chat

   AI-generated content may be incorrect.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. A screenshot of a computer

   AI-generated content may be incorrect.

*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*.**

A screenshot of a computer

AI-generated content may be incorrect.*The ball shouldn’t bounce off the left wall behind the player.* ***You must hit the ball instead****.*

1. 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.*

1. Add the code (below) to the loop. Make the ball bounce to the right by pointing it in a positive direction (**abs**olute 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.

A screenshot of a computer

AI-generated content may be incorrect.

*Try adding a button to serve the ball.  
Try keeping score.*

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