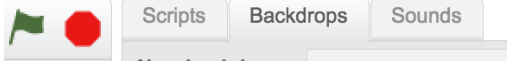
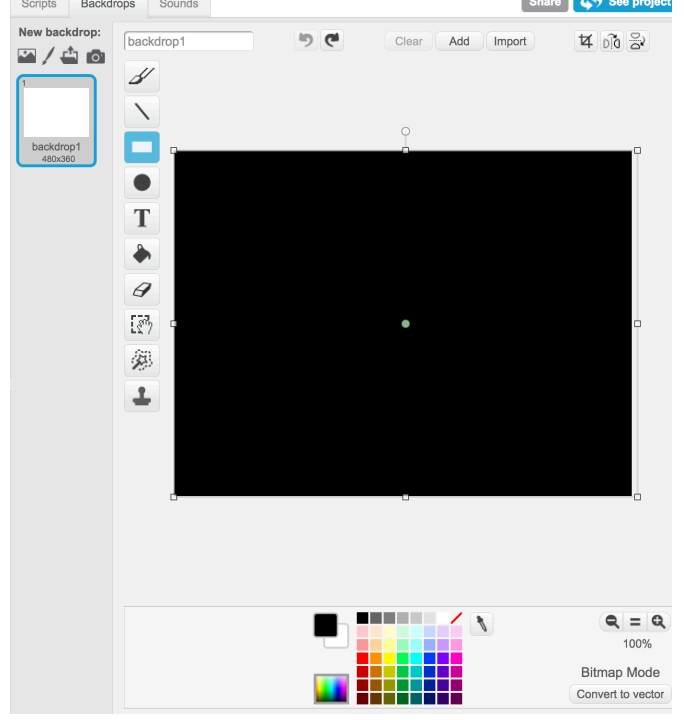



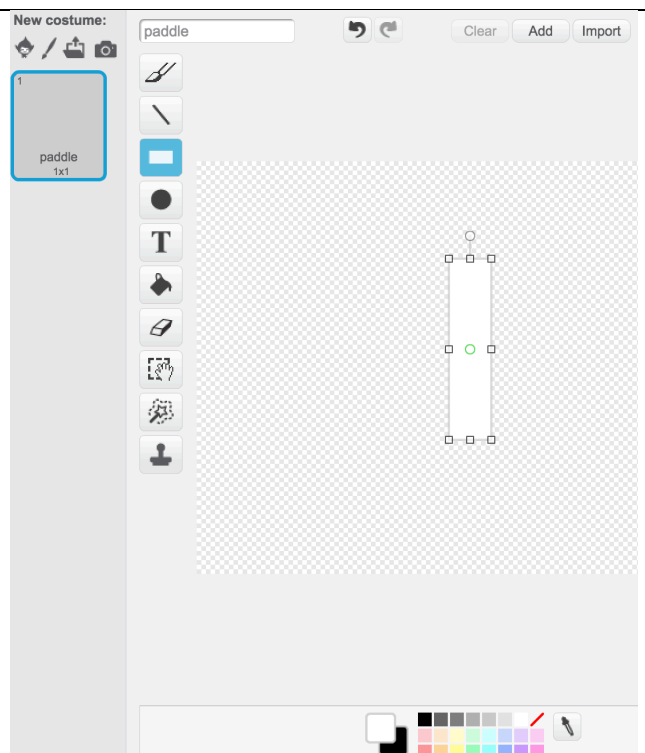
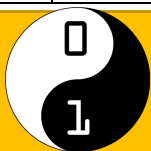
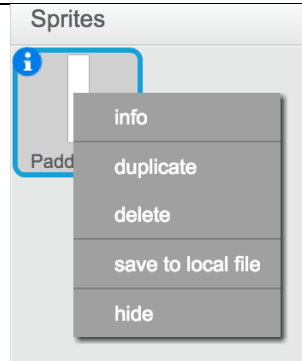



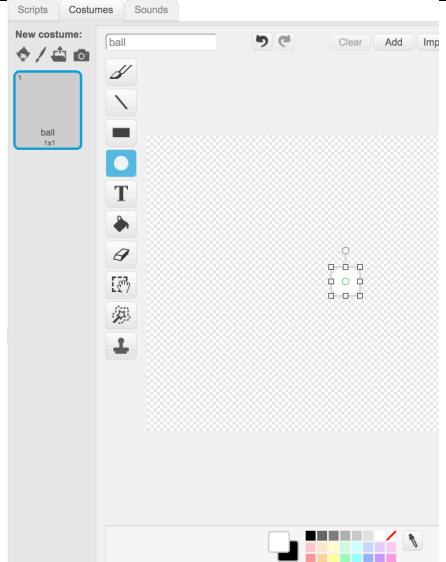

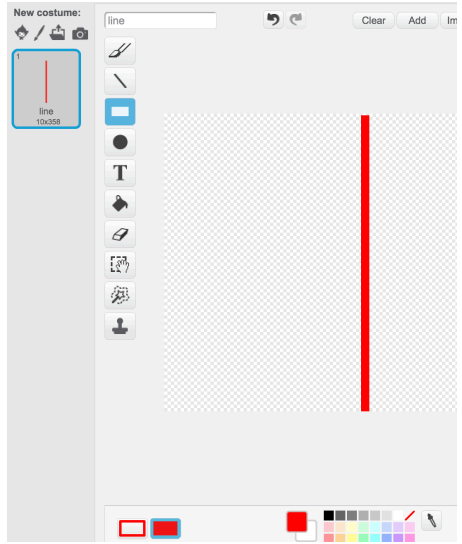


# Two-Player Pong

1	Start a new project and delete the Cat sprite	
2	Click the <b>Stage</b> and select the <b>Backdrops</b> tab	
3	<p>Fill the <b>backdrop1</b> costume with a <i>black square</i></p> <p>Add two <i>red rectangles</i> along the edges of the backdrop</p>	
4	Click the <b>paintbrush</b> icon next to the word <b>New sprite:</b>	
5	<p>Draw a <i>white rectangle</i> in the middle of the paint grid.</p> <p>In the <b>Sprites</b> box, click the <b>information</b> icon  and rename <i>Sprite1</i> to <i>PaddleOne</i>.</p> <p>Use the <b>shrink</b> icon  to resize the paddle to be small</p>	



# Two-Player Pong

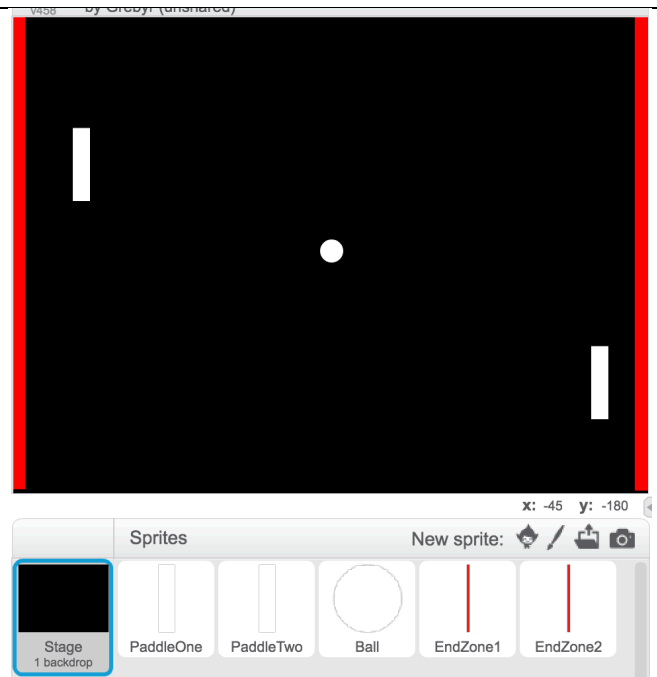
6	<b>Duplicate</b> the first paddle sprite by right-clicking the sprite and selecting duplicate	
7	Rename the second sprite to be <i>PaddleTwo</i> using the <b>information</b> icon	
8	Click the <b>paintbrush</b> icon next to the word <b>New sprite:</b>	
9	<p>Draw a <i>white circle</i> in the middle of the paint grid</p> <p>In the <b>Sprites</b> box, click the <b>information</b> icon  and rename this new sprite to <i>Ball</i></p> <p>Use the <b>shrink</b> icon  to resize the ball to be small</p>	
10	<p>Click the <b>paintbrush</b> icon next to the word <b>New sprite:</b></p> <p>Draw a <i>long red rectangle</i> in the middle of the paint grid. This bar must reach the top and bottom of the stage.</p> <p>In the <b>Sprites</b> box, click the <b>information</b> icon  and rename this new sprite to <i>EndZoneOne</i>. Place this sprite along the left edge of the stage.</p> <p><b>Duplicate</b> this sprite and place the duplicate along the right edge of the stage.</p> <p>Rename this sprite to <i>EndZoneTwo</i>.</p>	



# Two-Player Pong

11

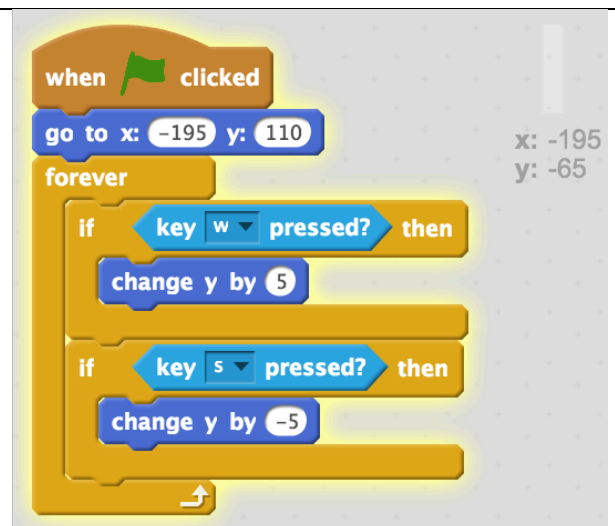
Your **stage** should now look like this



12

On **PaddleOne** sprite, place the following script blocks. This will:

- Set a starting location every time the game is played for this sprite
    - Make up and down movement
- Make sure to test it before moving on!!!



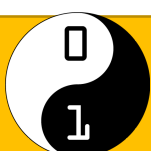
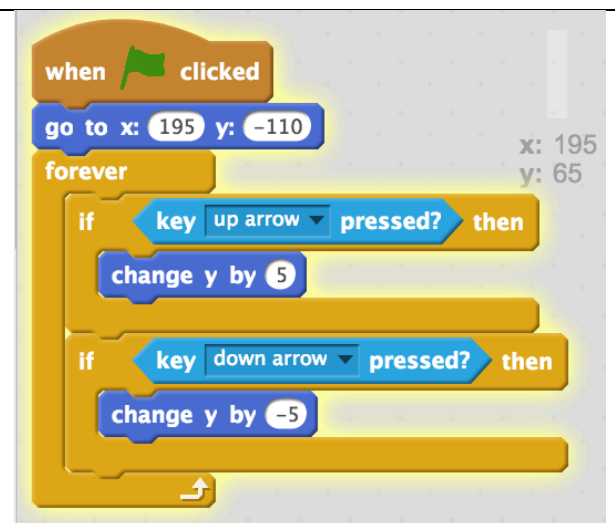
13

Copy **PaddleOne** block to **PaddleTwo** (drag and drop).

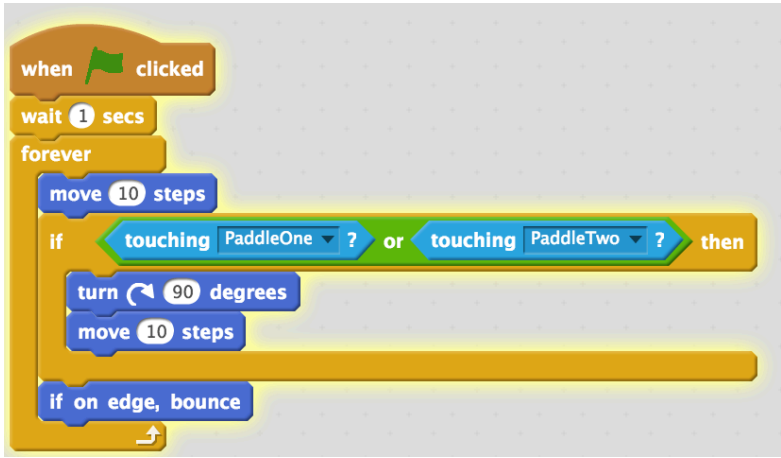
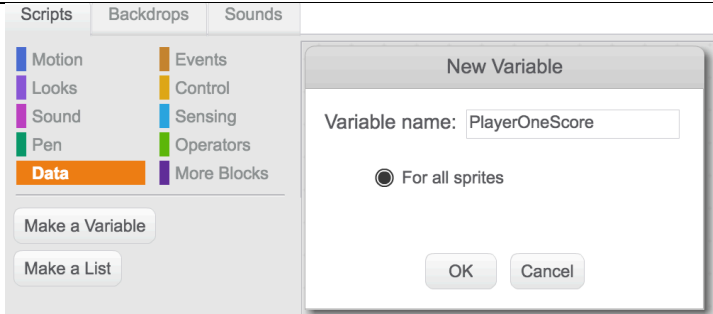
Change the values of the blocks:

- **go to x: y:**
- **key pressed?**

Make sure to test it before moving on!!!



# Two-Player Pong

14	<p>On <b>Ball</b> sprite, place the following script blocks. This will:</p> <ul style="list-style-type: none"> <li>• Wait 1 second at the start of the game</li> <li>• Forever             <ul style="list-style-type: none"> <li>○ Move the ball 10 steps</li> <li>○ If it touches a paddle, turn around</li> <li>○ If at an edge, bounce</li> </ul> </li> </ul> <p>Make sure to test it before moving on!!!</p>	
15	Last thing we need to do is make a scoreboard	
16	<p>Create a variable to hold the score for PlayerOne.</p> <p>Name this variable <i>PlayerOneScore</i>.</p> <p>Do this again to make another variable called <i>PlayerTwoScore</i></p>	
17	<p>Change the <b>Ball</b> sprite to have more script blocks:</p> <ul style="list-style-type: none"> <li>• Set a starting position</li> <li>• Change the score if an <i>EndZone</i> is touched</li> <li>• Reset the ball's position when a score is made</li> </ul>	