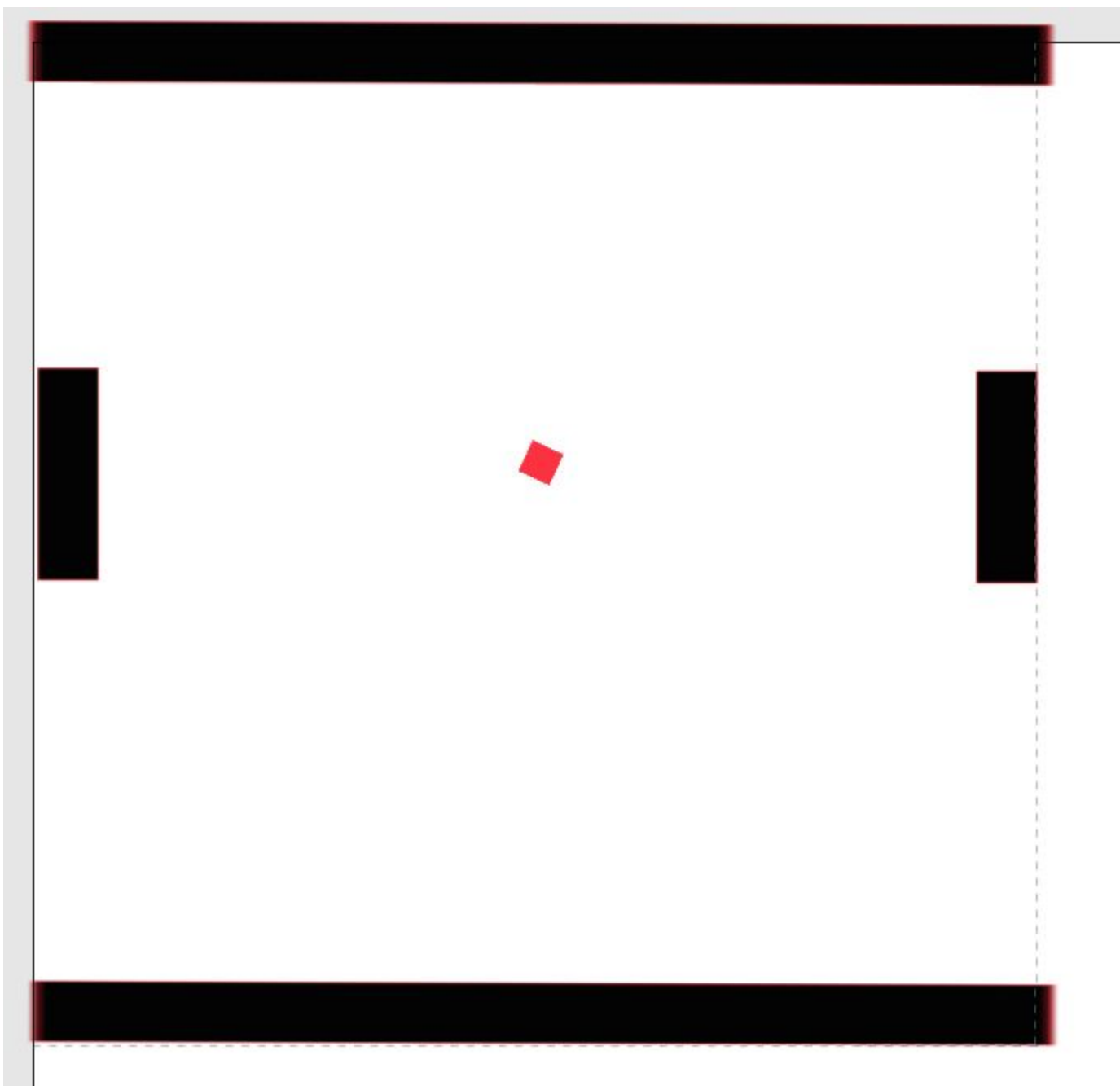


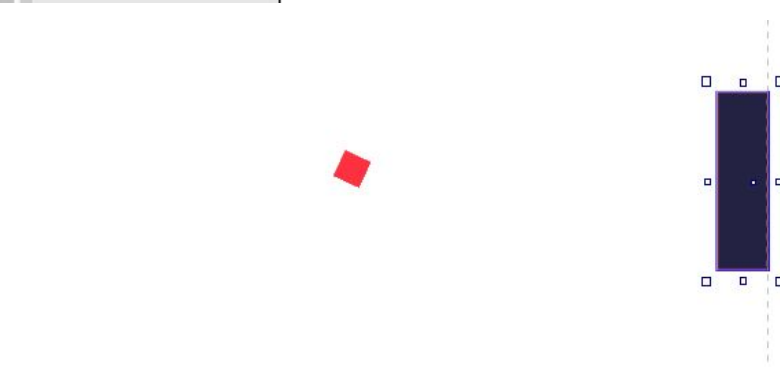
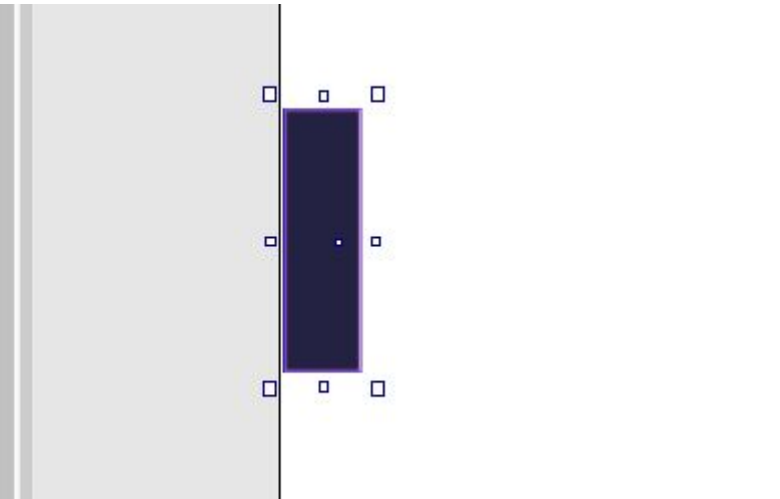
UID (unique ID) for sprites, 8Direction behavior, Bullet (Bounce off solids)



Z elevation	0
Z index	0 of 5
UID	2
Instance variables	
Add / edit	Instance variables
Behaviors	
8Direction	
Max speed	1000
Acceleration	4000
Deceleration	4000
Directions	Up & down

Z elevation	0
Z index	1 of 5
UID	3
Instance variables	
Add / edit	Instance variables
Behaviors	
8Direction	
Max speed	1000
Acceleration	4000
Deceleration	4000
Directions	Up & down
Set angle	No

Layouts	
PONG	
ICE HOCKEY	
Breakout	
Event sheets	
Breakout	
ICE HOCKEY	
PONG	
Scripts	
Object types	
airhockey	
Ball	
breakout	
paddle	
text	
wall	
Families	



Ball behaviors

Name	Type
 Bullet	Bullet
Add new behavior	

Chrome File Edit View History Bookmarks People Tab Window Help

bullet - Construct 3

editor.construct.net

Apps tutor HoRNDIS: USB t... tkt - Google Search Resolution Cente... Parcel Tracker by... Resolution Cente... Item Picker See... IS IT POSSIBLE... WII Music: Cust... Universal Parcel...

Properties

Object type properties

Name Ball

Global ☐

Plugin Sprite

Common

Position ▶ 506.556614, 420.014186

Size ▶ 34.371739 x 34.371739

Angle 205°

Opacity 100%

Color

Layer Layer 0

Z elevation 0

Z index 4 of 5

UID 6

Instance variables

Add / edit [Instance variables](#)

Behaviors

Bullet

Speed 1000

Acceleration 0

Gravity 0

Bounce off solids ☒

Set angle ☒

Step ☐

Enabled ☒

Add / edit [Behaviors](#)

Effects

Blend mode Normal

Add / edit [Effects](#)

Container

No container [Create](#)

Properties

Animations

Size [Make 1:1](#)

Initially visible ☒

Initial animation Animation 1

Menu

Start page PONG PONG ICE HOCKEY Breakout Breakout

ICE HOCKEY

Project

Search

bullet

Layouts

PONG

ICE HOCKEY

Breakout

Event sheets

Breakout

ICE HOCKEY

PONG

Scripts

Object types

airhockey

Ball

breakout

paddle

text

wall

Families

Timelines

Eases

Sounds

Music

Videos

Fonts

Layers - PONG

Layer 0 0

Layers - PONG x Tilemap

breakout.gif

airhockey.png

Show All

Behaviors	
Bullet	
Speed	1000
Acceleration	0
Gravity	0
Bounce off solids	<input checked="" type="checkbox"/>
Set angle	<input checked="" type="checkbox"/>
Step	<input type="checkbox"/>
Enabled	<input checked="" type="checkbox"/>
Add / edit	Behaviors
Effects	

paddle behaviors			×
	Name	Type	
	8Direction	8 Direction	
	Solid	Solid	
	MoveTo	Move To	
Add new behavior			

ICE HOCKEY x

1

▼ Controlling Computer Player (UID = 3) Ball with AI

2

paddle

Pick instance with UID 3


Add action

3

paddle

Y < Ball.Y

paddle

Simulate  8Direction pressing Down


Add action

4

System

Else

paddle

Simulate  8Direction pressing Up

Add action

Add event to 'Controlling Computer Player (UID = 3) Ball with AI'

Add to 'Controlling Computer Player (UID = 3) Ball with AI'

5

▼ Win or Lose when PONG ball offscreen

6

Ball

Is on-screen

Add action

7

paddle

Pick nearest to (Ball.X, Ball.Y)

Add action

8

paddle

Pick instance with UID 3

System

Go to next layout

Add action

9

System

Else

System

Restart layout

Add action

Add event to 'Win or Lose when PONG ball offscreen'

Add to 'Win or Lose when PONG ball offscreen'

10


▼ Make ball faster every second

11

System

Every 1.0 seconds

Ball

Set  Bullet speed to Self.Bullet.Speed+100

Add action

Add event to 'Make ball faster every second'

Add to 'Make ball faster every second'

▼ Controlling Computer Player (UID = 3) Ball with AI

paddle

Pick instance with UID 3

Add action

paddle

Y < Ball.Y

paddle

Simulate  8Direction pressing Down

Add action

System

Else

paddle

Simulate  8Direction pressing Up

Add action

Add event to 'Controlling Computer Player (UID = 3) Ball with AI'

Add to 'Controlling Computer Player (UID = 3) Ball with AI'

▼ Win or Lose when PONG ball offscreen

▼

Ball

✖ Is on-screen

Add action

▼

paddle

Pick nearest to (Ball.X, Ball.Y)

Add action

paddle

Pick instance with UID 3

Add action

System

Else

Add action

System

Go to next layout

System

Restart layout


Add event to 'Win or Lose when PONG ball offscreen'

▼ Make ball faster every second

System

Every 1.0 seconds

Ball

Set  Bullet speed to Self.Bullet.Speed+100

Add action

Add event to 'Make ball faster every second'

Behaviors

8Direction

Max speed1000

Acceleration4000

Deceleration4000

DirectionsUp & down

Set angleNo

Default controls☐

Enabled☒

Solid

Enabled☒

A diagram showing a rectangular box with a dashed line extending from its right side. A small dot is located on the dashed line, to the right of the box.

100



TASK: Make air hockey game (same as pong except walls with opening on left and right side and the paddles are circular not rectangular. Also puck is circular not a square).



TASK: Make breakout game. It should have breakable blocks, move with arrow keys left and right, win when break all blocks, and print the number of lives in the top right corner. (Lose 1 life each time the ball hits the bottom of the screen offscreen)