



What is our GOAL for this MODULE?

We added sound effects and animation to convert the pong game to a Soccer game.

What did we ACHIEVE in the class TODAY?

- Added sound effects in the game:
 - o When the ball hits the paddles or the ball
 - When a player scores
- Added animation to convert the game of Pong into a Soccer practice game

Which CONCEPTS/ CODING BLOCKS did we cover today?

- Sound effects
- Animation

How did we DO the activities?



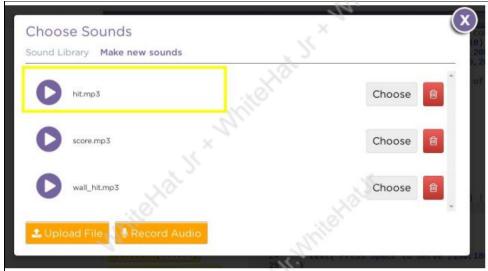
1. The instruction playSound() gives an option to choose the sounds. You can choose the sounds from the library or upload a file or a recording.

```
World
                 Sprites
 Groups
                Drawing
Control
                Math
 Variables
                Functions
function draw()
                {} -
drawSprites()
playSound(url, loop) -
stopSound(url) -
keyDown(code)
keyWentDown(code)
keyWentUp(code)
mouseDidMove()
mouseDown(button)
mouseWentDown(button)
mouseWentUp(button)
mouseIsOver(sprite)
mousePressedOver(sprite)
```

```
//create the ball, playerPaddle and computerPaddle as sprite o
          var ball = createSprite(200, 200, 10, 10);
          var playerPaddle = createSprite(380,200,10,70);
          var computerPaddle = createSprite(10,200,10,70);
       6
          //variable to store different state of game
          var gameState = "serve";
       8
       9
          //variables to keep the score
         var compScore = 0;
      10
      11 var playerScore = 0;
      12
playSound(url, loop)
The URL to a sound file. Can be a project asset name or external URL
            it(ball.islouching(computerPaddle)
                                                      ball.isTouching(player
      18 -
      19
             playSound();
      20
      21
            //place info text in the center
if (gameState === "serve") {
      22
      23 -
              text("Press Space to Serve", 150, 180);
      24
      25
      26
      27
             //display scores
      28
             text(compScore, 170,20);
      29
            text(playerScore, 230,20);
```









- 2. Add sound effects when the ball hits the topEdge and the bottomEdge.
 - Code:

```
45
46
      //create edge boundaries
47
48
      //make the ball bounce with the top and the bottom edges
49
      createEdgeSprites();
50
      ball.bounceOff(topEdge);
      ball.bounceOff(bottomEdge);
51
52
      ball.bounceOff(playerPaddle);
      ball.bounceOff(computerPaddle);
53
54
55
      if(ball.isTouching(topEdge) || ball.isTouching(bottomEdge))
56
57
        playSound("wall_hit.mp3");
58
59
60
      //serve the ball when space is pressed
      if (keyDown("space") && gameState === "serve") {
61 -
62
        serve();
        gameState = "play";
63
64
65
66
67
```

3. Add animation to the ball.

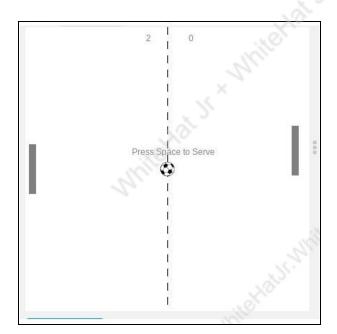




Code:

```
//create the ball, playerPaddle and computerPaddle as sprite objects
     var hall = createSprite(200 200 10 10)
    ball.setAnimation("ball");
 var playerPaddle = createSprite(3$0,200,10,70);
var computerPaddle = createSprite(10,200,10,70);
    //variable to store different state of game
    var gameState = "serve";
10
    //variables to keep the score
var compScore = 0;
var playerScore = 0;
11
12
13
14
16 - function draw() {
        //clear the screen
background("white");
17
18
19
        if(ball.isTouching(computerPaddle) || ball.isTouching(playerPaddle)) {
  playSound("hit.mp3");
20 -
21
22
23
       //place info text in the center
if (gameState === "serve") {
  text("Press Space to Serve",150,180);
24
25 -
26
27
28
```

Output:





4. Add the animation for the playerPaddle and the computerPaddle.

```
//create the ball, playerPaddle and computerPaddle as sprite objects
    var ball = createSprite(200,200,10,10);
    ball.setAnimation("ball");
    var playerPaddle = createSprite(370,200,10,70);
   playerPaddle.setAnimation("player");
   var computerPaddle = createSprite(35,200,10,70);
   computerPaddle.setAnimation("robot");
10
   //variable to store different state of game
   var gameState = "serve";
13
14
   //variables to keep the score
15
   var compScore = 0;
   var playerScore = 0;
16
17
18
19 - function draw() {
20
      //clear the screen
21
      background("white");
22
23
      if(ball.isTouching(computerPaddle) || ball.isTouching(playerPaddle)) {
24
      playSound("hit.mp3");
25
26
27
28
      //place info text in the center
```

What's next?

We have a little surprise for you in the next class. It's the Capstone class!

In the next class, we will begin creating the worlds hardest game.

Please ask your parents to join the class.