**Programming Worksheet**

The aim of this worksheet is to add some extensions to the core game. To do this you will have to understand the code that currently exists. Spend a bit of time looking through the functions to try to grasp what they do. Then attempt the following additions…

**Task 1 – Score**

In the top left-hand corner of the screen, you may have seen a score counter. Currently this doesn’t update. Add some code so that the player gains one point every time they hit the ball, but looses a point if they miss it (and the ball disappears off the bottom of the screen).

**Task 2 – Speedup**

Currently, the speed at which the ball moves remains the same through out the game. To make things (slightly) more exciting, add some code to increase the speed of the ball a little each time it is hit by the bat. This should make hitting the ball increasingly difficult the longer you keep the ball onscreen.

**Task 3 – Skill score**

Alter your scoring mechanism to take the increase of speed into account. It takes more skill to hit a fast moving ball than a slow moving one – this should be reflected in the scoring algorithm.