

# Dodge! extra

Here are some extra notes to help with Code Club project Dodgeball from Module 2.  
See my version of this project at <https://scratch.mit.edu/projects/123724027/>.

## Code for the ball

- Everyone has drawn their own backdrop, so the code for the ball to fall in the correct way will be different. Use these notes to get yours working!
- Remember, the numbers I have used in the code blocks are just a guess, you will need to make them bigger or smaller to fit your backdrop. Test it, change it a bit, test it, and so on.
- Start here: if your ball drops down from top left, begin with this code:



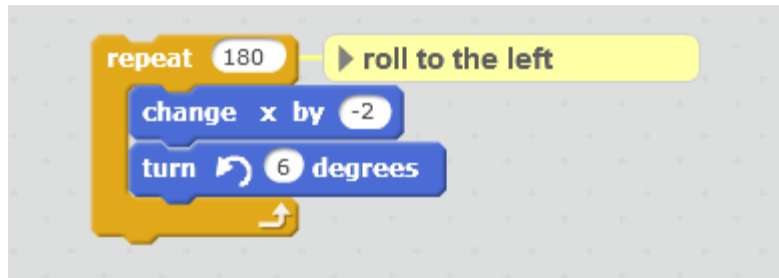
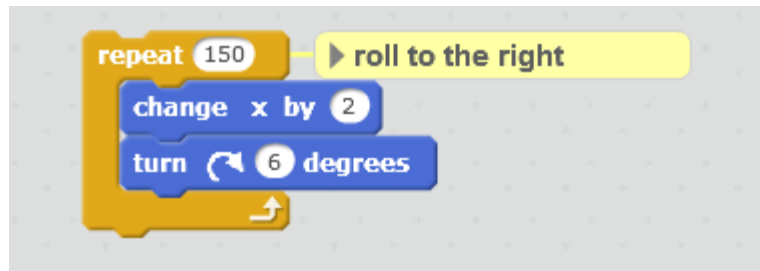
- And if it drops down from top right, begin with:



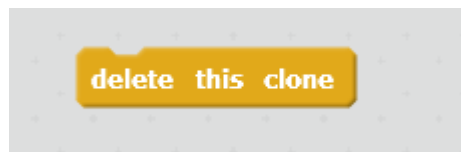
- Then you will need some code to make it drop down, like this:



- Then one of the following, depending on whether it goes right or left:



- Notice that I have used different turning blocks for rolling different ways.
- After that you will probably need to repeat the code to drop down, see above.
- Then finish off with this code, to make the ball disappear:



- Put the bits together with patience and you will have a great game – and it will be all your own!

Save your project