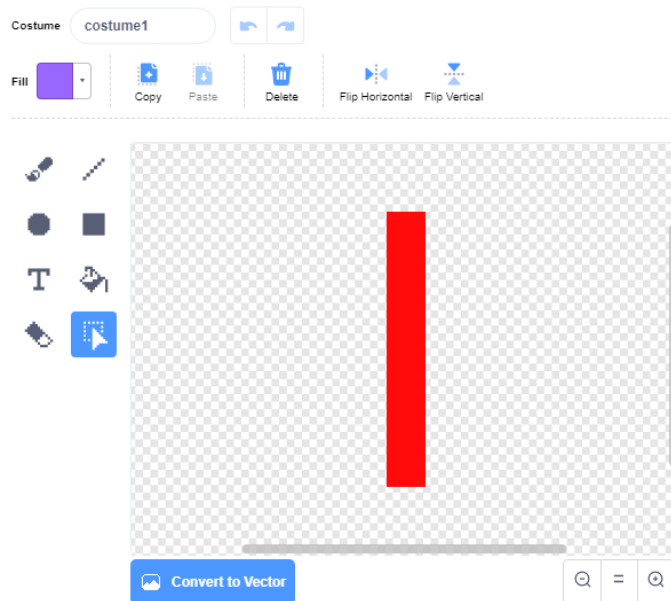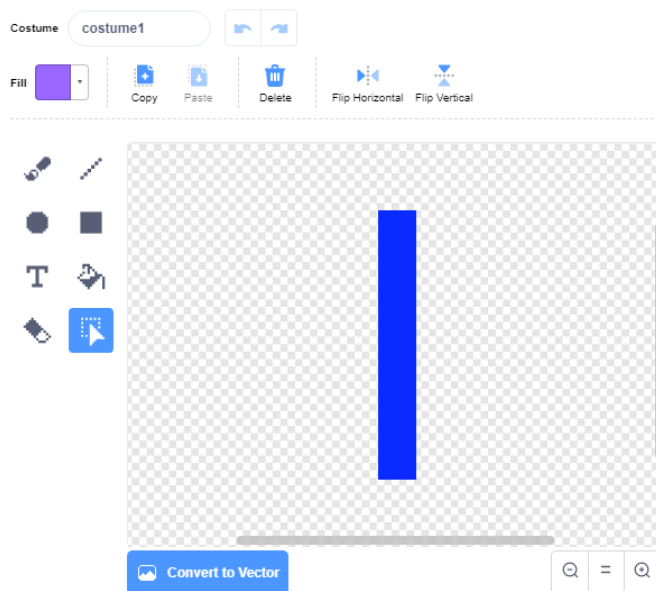# Tennis

1. Delete Sprite 1 (the cat)

2. Create two variables (redScore and blueScore) and make them visible on the stage.
3. Add the Tennis Ball sprite to your project from the sprite library.
4. Create a sprite for the red paddle (name it Red) as a bitmap.
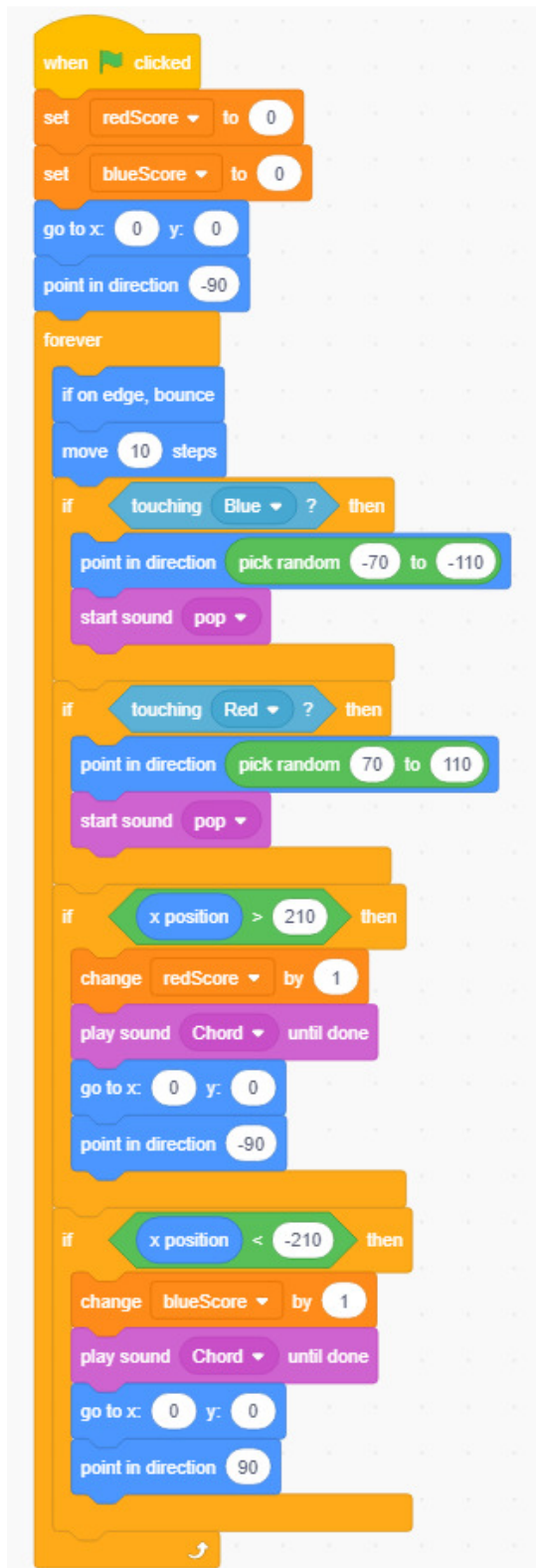

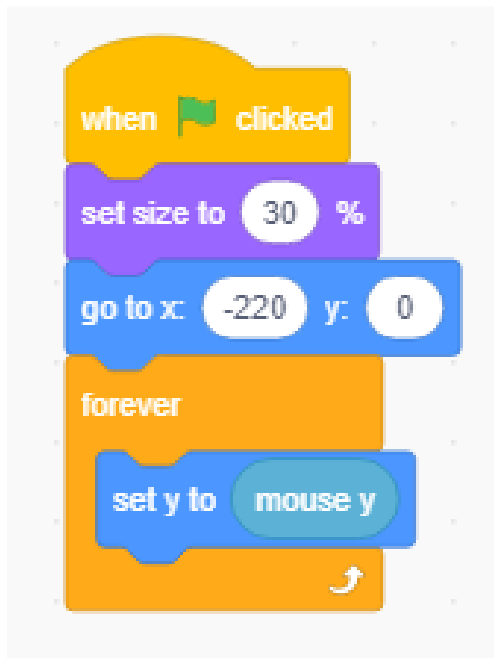5. Create a sprite for the blue paddle (name it Blue) as a bitmap.

6. With the Tennis Ball sprite selected, and the Chord 2 sound from the sound library.

7. Add the following code to the Tennis Ball sprite.

```
when [flag] clicked
set [redScore] to (0)
set [blueScore] to (0)
go to x: (0) y: (0)
point in direction (-90)
forever
    if on edge, bounce
    move (10) steps
    if < touching (Blue) ? > then
        point in direction (pick random (-70) to (-110))
        start sound (pop)
    if < touching (Red) ? > then
        point in direction (pick random (70) to (110))
        start sound (pop)
    if < (x position) > (210) > then
        change [redScore] by (1)
        play sound (Chord) until done
        go to x: (0) y: (0)
        point in direction (-90)
    if < (x position) < (-210) > then
        change [blueScore] by (1)
        play sound (Chord) until done
        go to x: (0) y: (0)
        point in direction (90)
```

8. Add the following code to the Red sprite.

```
when [flag] clicked
set size to (30) %
go to x: (-220) y: (0)
forever
    set y to (mouse y)
```

9. Add the following code to the blue sprite

```
when [flag] clicked
set size to (30) %
go to x: (220) y: (0)
forever
    if <key (up arrow) pressed?> then
        change y by (10)
    if <key (down arrow) pressed?> then
        change y by (-10)
```