Intro to Programming with Scratch

Lesson 5

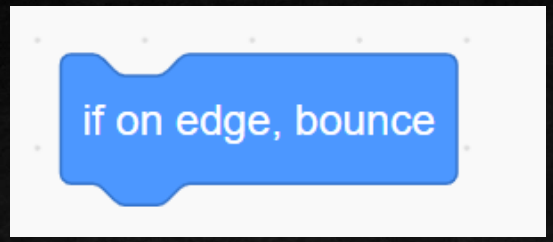
-Presented By: Sean Li

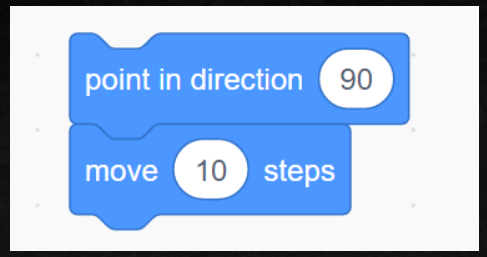
Challenge

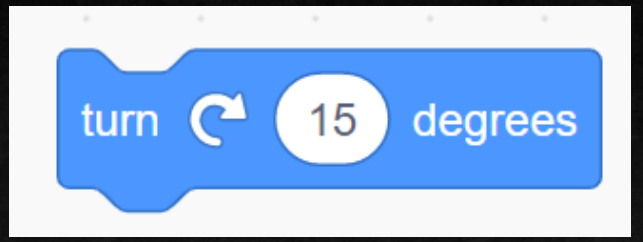
Create two new sprites: walls. Place one of them at x = 200 line, place the other one at x = -200 line.

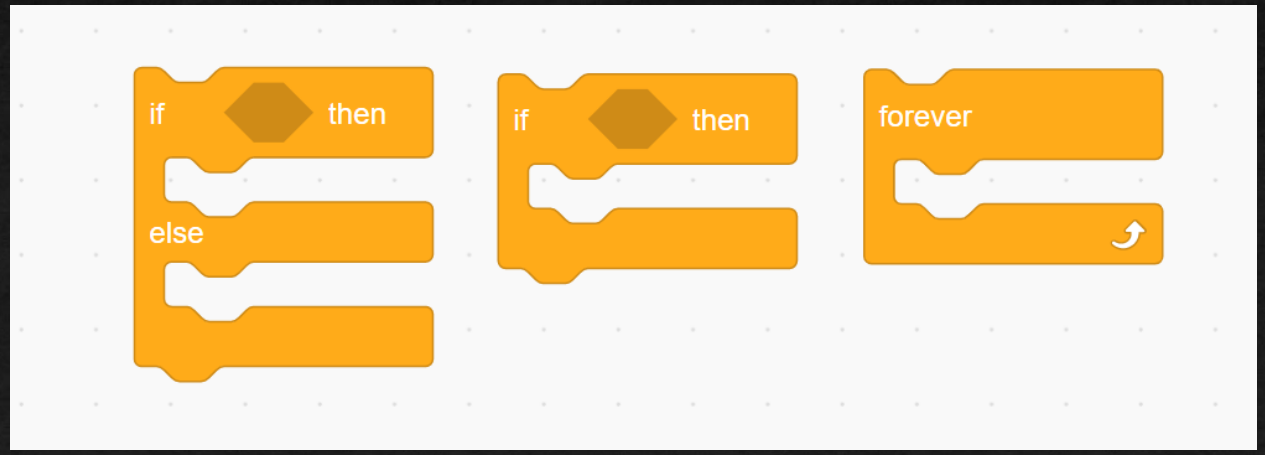
Use the sprite basketball. Starting from the origin (0, 0), Let it fly to the right. As it hits the wall, bounce back at a certain angle that you wish. When it hits the top and bottom edge, bounce back. Theoretically, the ball should fly forever.

Challenge Hints









Project

Ideas

Shooter Games: https://scratch.mit.edu/studios/184986/

Adventure: https://scratch.mit.edu/projects/395712725/

Racing: https://scratch.mit.edu/studios/338598/

Other Stuff: https://scratch.mit.edu/explore/projects/all

Your idea?

Design Process

Structure:

- What do you want to create?
  - What functions do you need?
    - What are the sprites that you need?
      - What are the costumes that you need?
      - How to deal with the coding part?
      - What are the sounds that you need?

Let's Brainstorm