Scratch Pong

For homework – you must work individually!

Create your own Pong game.

1. Login to Scratch.
2. Go to Tips > Create a Pong Game or go directly here:
   https://scratch.mit.edu/projects/editor/?tip_bar=pong
3. Follow the instructions on the right of the screen which will you have create the game of pong.

Basically you will:

4. Choose a backdrop for pong.

5. Choose a ball and paddle as sprites (delete the Cat by selecting it and clicking on top).
6. Use multithreading to have multiple "when the flag is clicked" scripts. In the first one the ball will constantly bounce, in the second one if it touches the paddle it will turn 180 degrees, and in the third one if it reaches the bottom of the screen it will stop and you lose.
7. Your paddle will have a script which tells it to follow your mouse.
8. Note you will need to draw a line on the bottom of your screen and set the color (you can X out of the instructions if it's blocking your view and bring it back later).

9. To select the appropriate color when using: you will need to click inside the box and then select the newly created line on your screen. If your paddle is still moving and blocking your mouse – Stop the program by clicking here:
10. Without a starting position for the ball you will need to drag it off the bottom line each time you start your program.

    You should do the first 2 optional effects at the end to:
    1. Change the color of the ball when it touches the paddle
    2. Have a starting position for the ball
    3. You do not need to do the variable for score since we have not learned that yet
    4. Customize it and make it your own – try out some of your own ideas that were not covered in the tutorial to make it unique and your own game of pong!
    5. Share your project

Remember this game is Pong – you need your paddle to constantly hit the ball or you LOSE!

Submit the following to the assignments folder call Scratch Pong on the assignments tab.

1. **A working URL (Remember to share your project first so the link will work! Test it).**
2. **Write up a little about what you learned how to do from this tutorial.**
3. **Write what you did to make it unique that the tutorial did not have you do.**