

Creating a Basic Pong Game:

1. Open Scratch
2. Delete the Cat. (Click the scissors and then click on the Cat.)
3. Create a Paddle Sprite and Label it as “Paddle”
 - a. Click “Paint new sprite” icon
 - b. Draw a rectangle with the rectangle tool
 - c. Click “OK”
 - d. Name the Sprite “Paddle”
4. Create a Ball Sprite
 - a. Click “Choose new sprite from file” icon
 - b. Double click on “Things” folder
 - c. Select one of the ball icons.
 - d. Click Ok
 - e. Name the Sprite “Ball”
5. Create the Scripts for the Ball Sprite:
 - a. Drag a “When Green Flag Clicked” into the scripts field



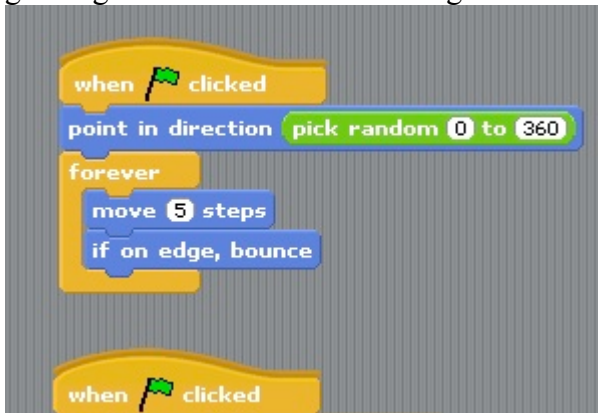
- b. Drag a blue “point in direction” and connect it the Green Flag Script
- c. Put a green “pick random 0 to 360” inside the “point in direction” script.



- d. Drag a yellow “forever” and connect it to the above scripts.
- e. Put blue “move 5 steps” inside the “forever”
- f. Put blue “if on edge, bounce” inside the “forever.”



g. Drag another “When Green Flag Clicked” into the scripts pane.



e. Drag a yellow “forever if” into the scripts pane.

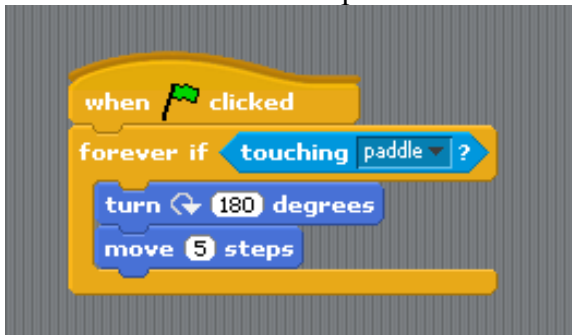
f. Put a light blue “touching” in the “forever if” and select “paddle”

g. Put a blue “turn 15 degrees” in the “forever if.”



h. Change the “15” to “180” so it reads:

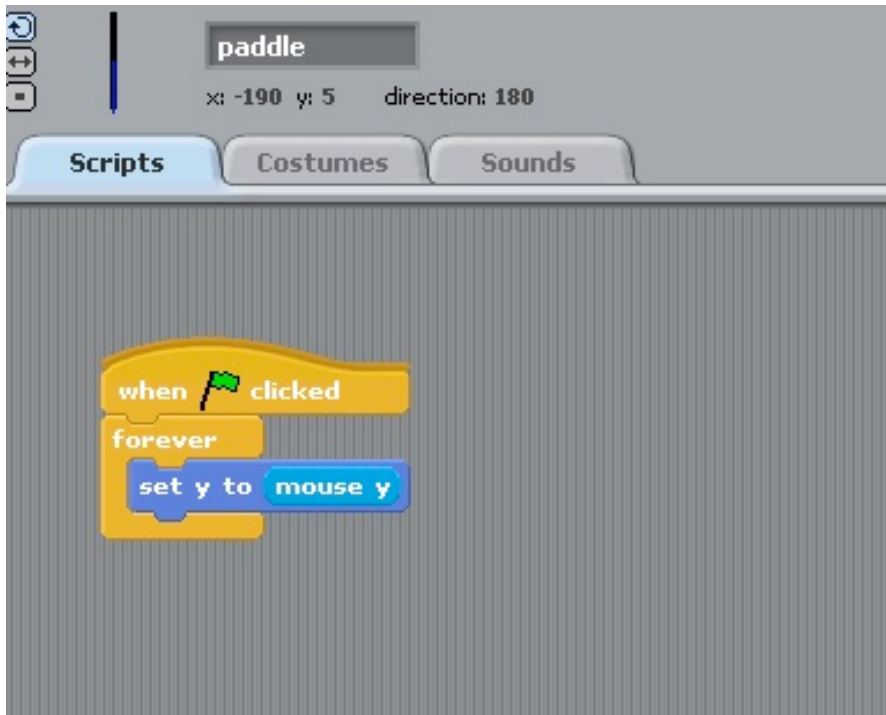
i. Put a blue “move 5 steps” in the “forever if.”



Your Script should look mostly like this:



6. Create the paddle Scripts to look like this: This allows the paddle to follow the mouse.



7. Click the green flag. Your game should work!

For a challenge, can you make your paddle move up and down and left and right.

Challenge #2: -> Turn this into a soccer game. Add two players?