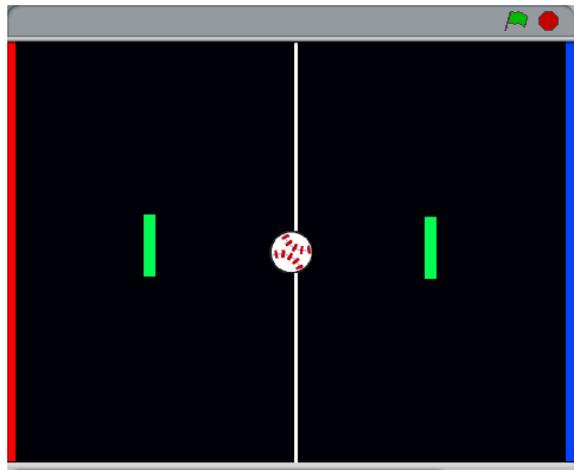


Pong!

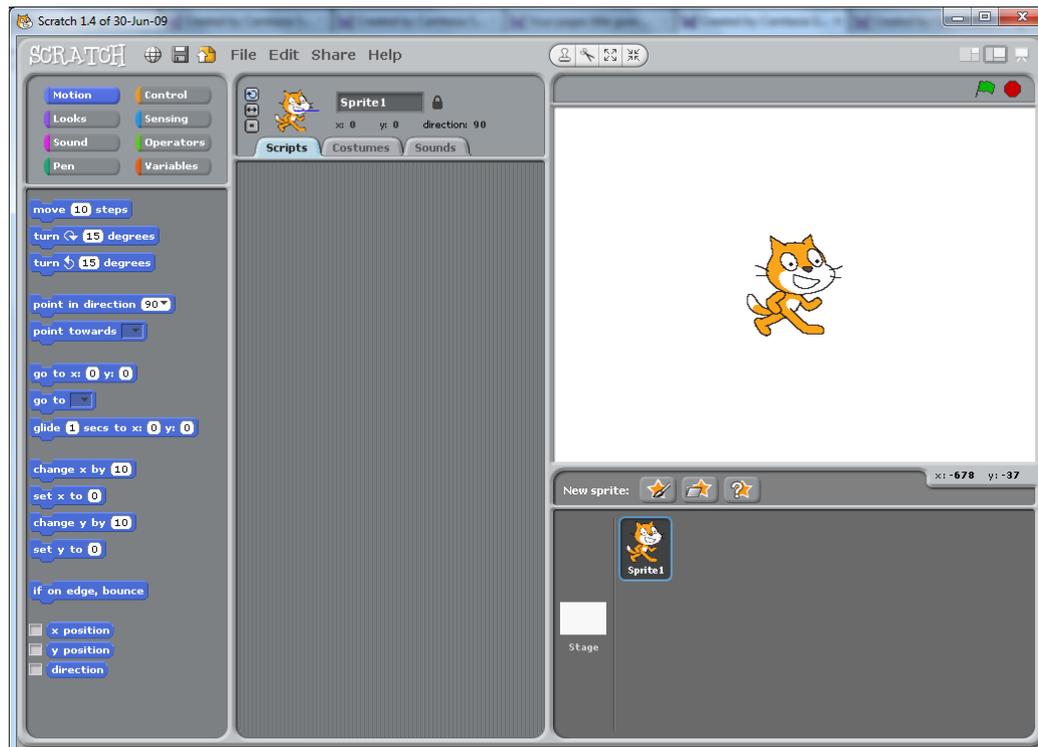
“The oldest commercially available game in history”

Stage 1

- Before you start to script the game you need to create the assets.
- Stage 1 will help you to create your background image, score zones, paddles (bats) and ball.



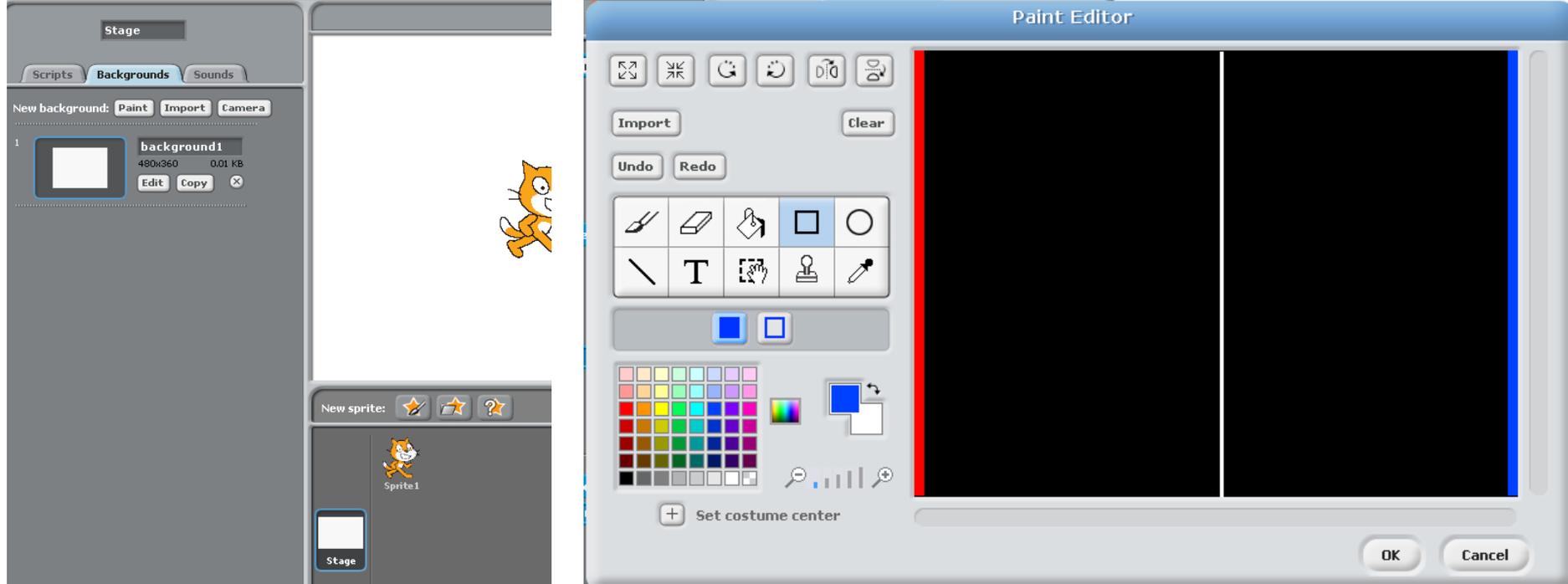
Getting Started – Open SCRATCH



1. Save As.
2. My Home Drive.
3. SCRATCH PROJECTS.
4. Pong.

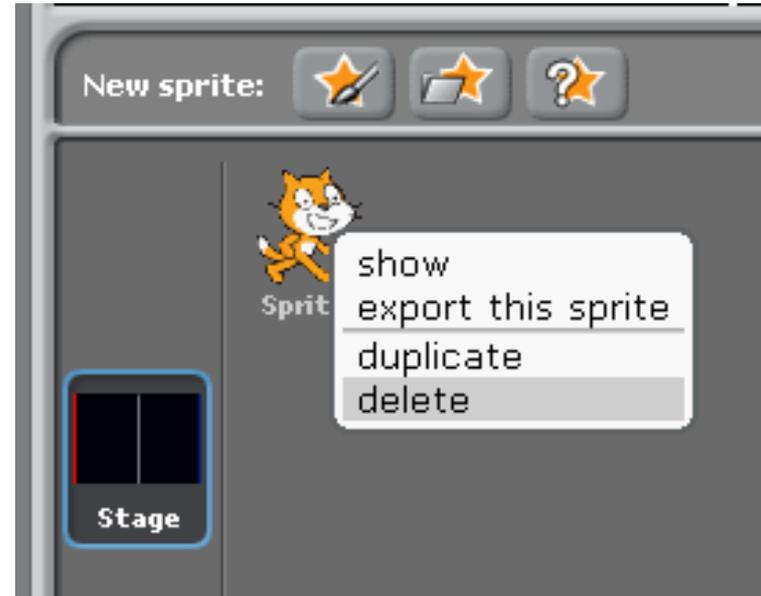
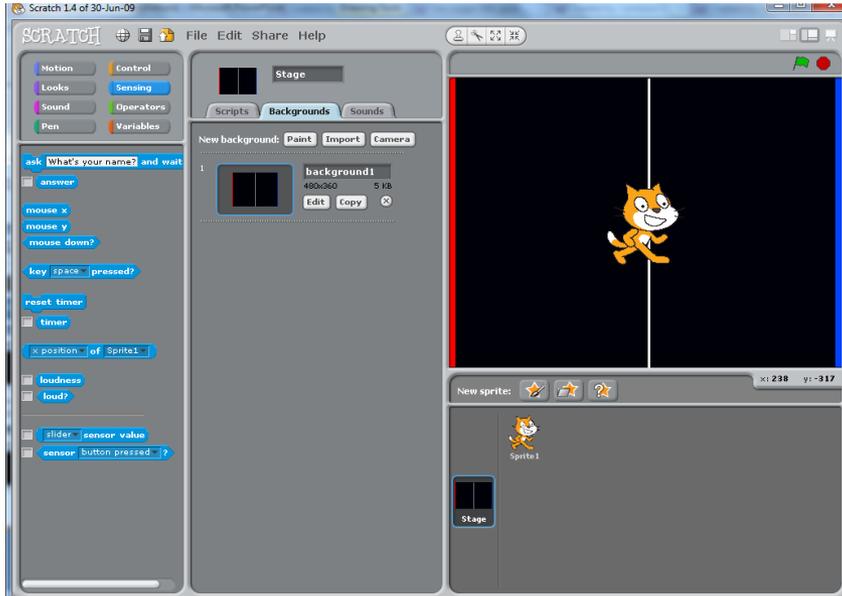
QUICK QUESTION:
Why are you saving your file BEFORE
you have changed anything?

Creating the background



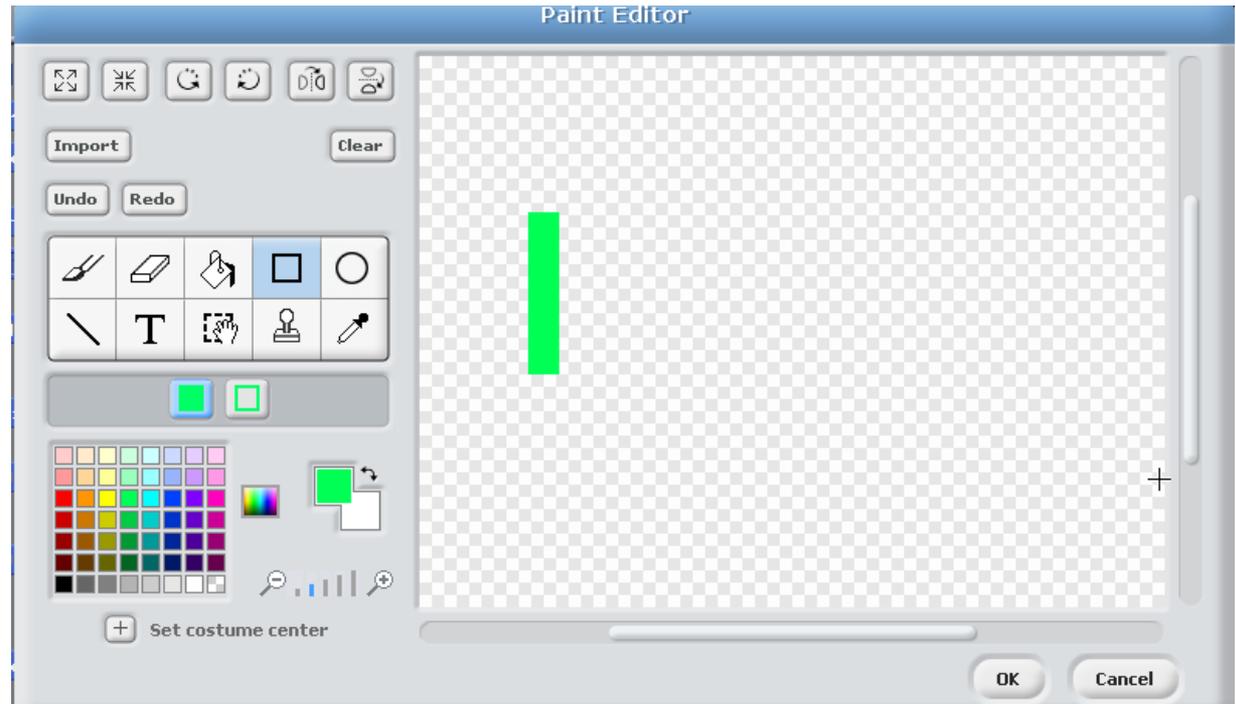
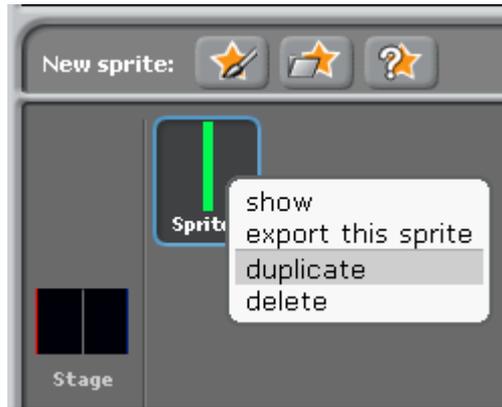
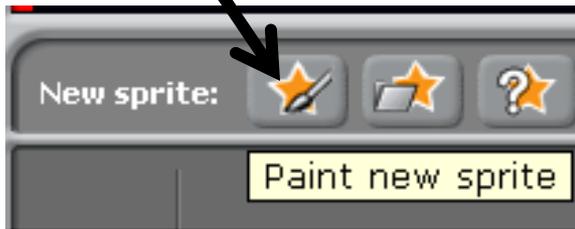
1. You need to select **stage** and **background**.
2. Use the **paint bucket** to colour in the background.
3. Use the **line tool** to create the centre line.
4. Use the **rectangle tool** to create the score zones in two contrasting colours – I have used red and blue in the example.

Creating the paddles part 1



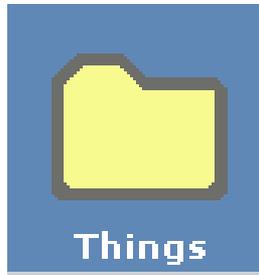
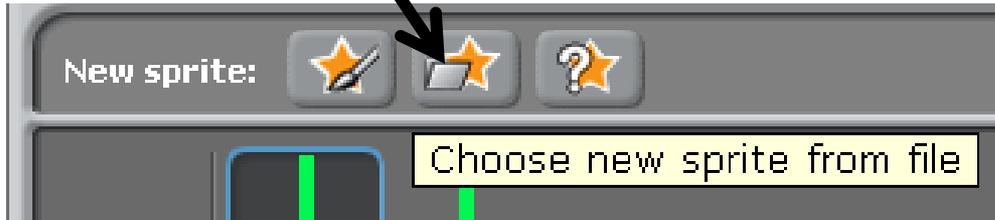
1. You need to **delete the cat sprite**.
2. **Right click** and select **delete**.

Creating the paddles part 2



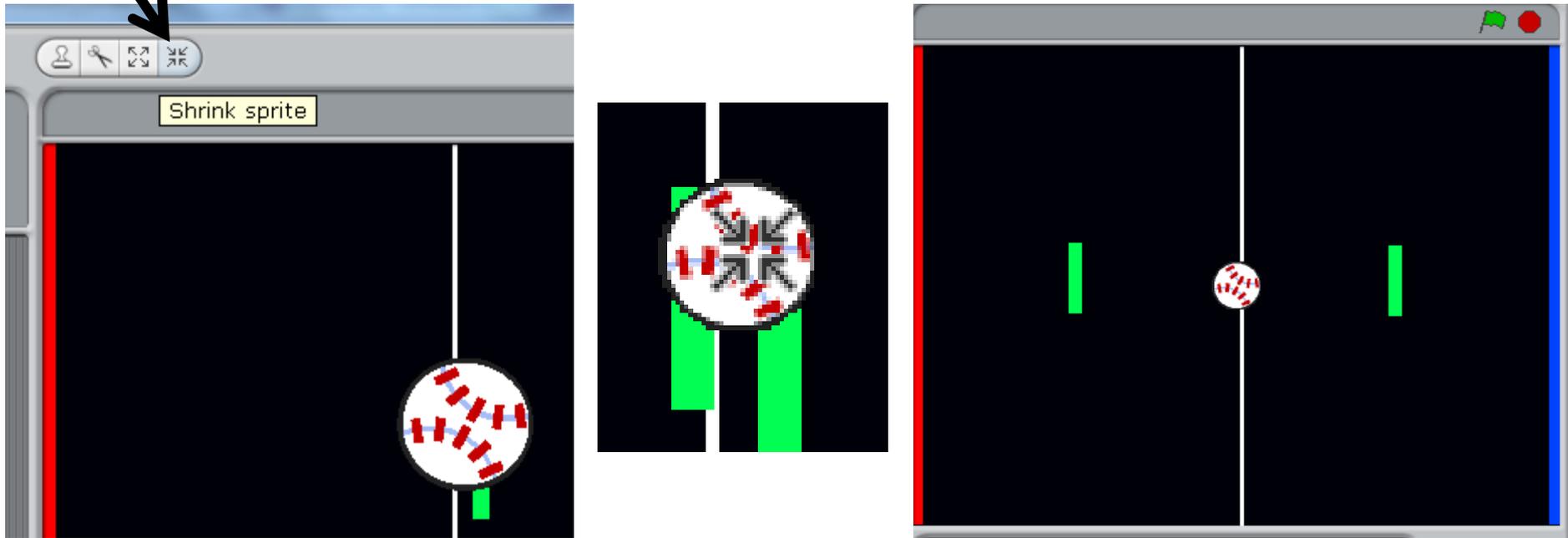
1. Select **paint new sprite**.
2. Use the **rectangle tool** to create a suitable paddle.
3. Select OK.
4. Right click to duplicate the paddle for player #2.

Creating the ball part 1



1. Select "Chose new sprite from file".
2. Select the "Things" folder.
3. Search for an appropriate ball sprite to use.
4. Press OK.

Creating the ball part 2



1. You need to shrink the ball using the **shrink sprite** tool.
2. Hover over the ball sprite and **click your mouse** to shrink it to an appropriate size for your game.
3. Then, re-arrange the assets to the “start position”.

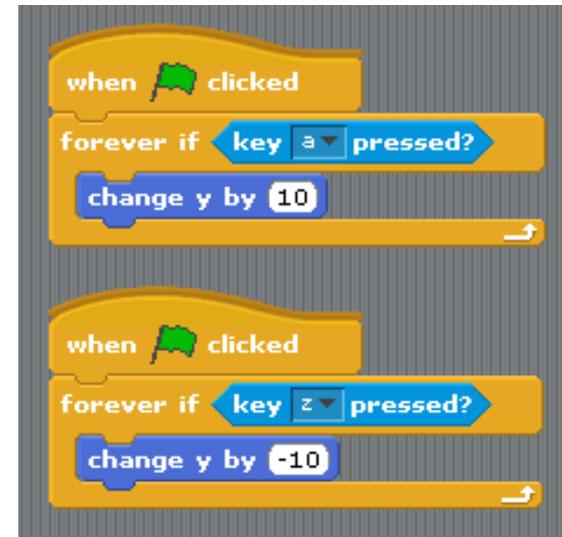
Stage 2

- Getting the paddles to move up and down.
- Stage 2 will help you to make the player 1 and player 2 paddle controls to move them up and down on the Y axis.

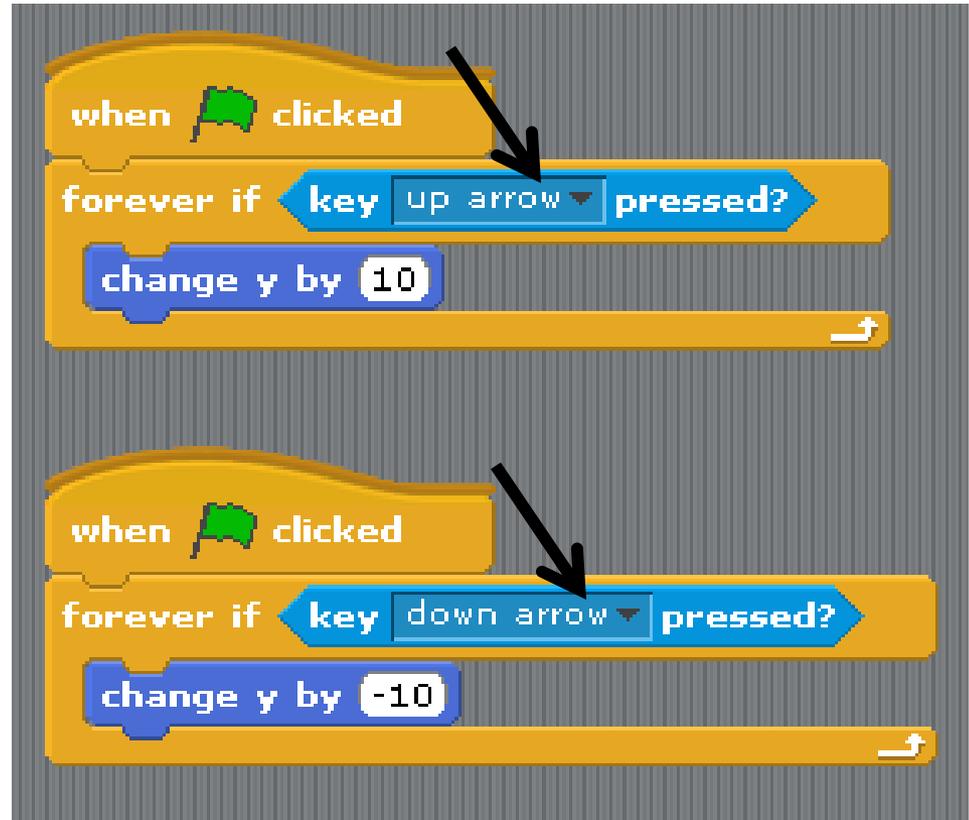
Making the paddles move – Player #1



1. Select the first paddle(**sprite1**).
2. Create the **script** shown above.
3. Right click to duplicate the script, then change the key to “z” and “-10” to move the paddle down.



Making the paddles move – Player #2

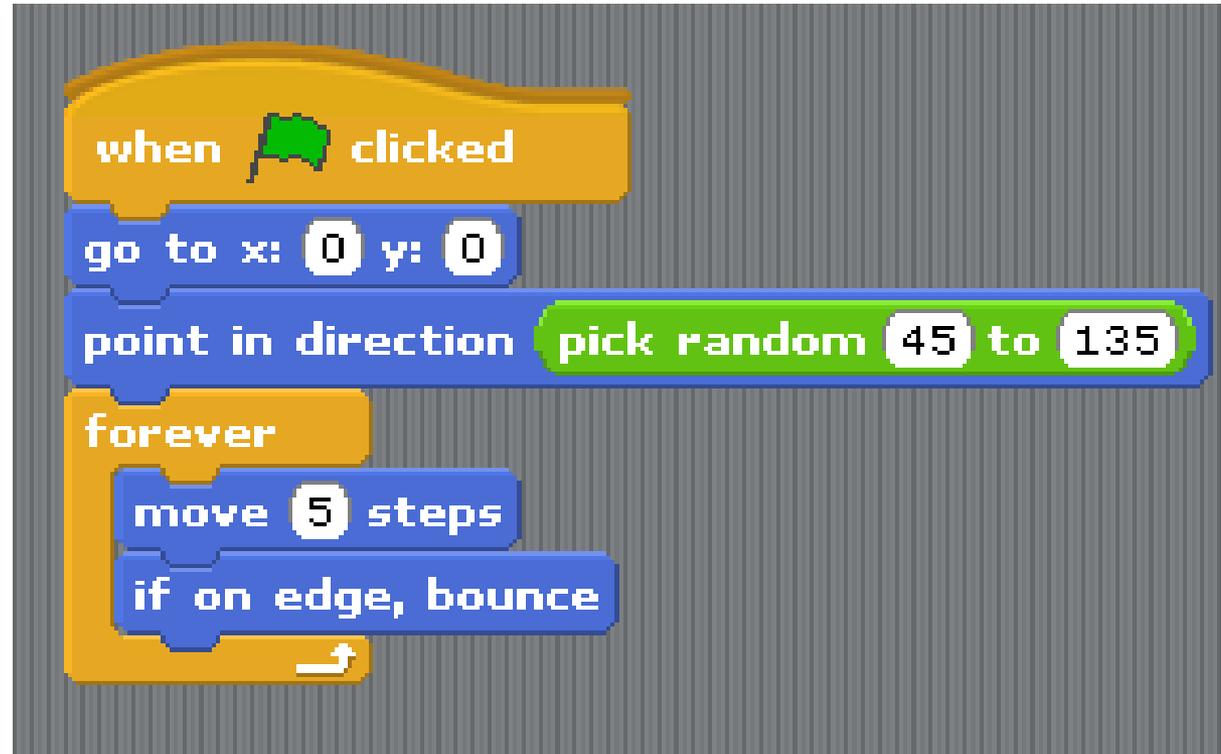
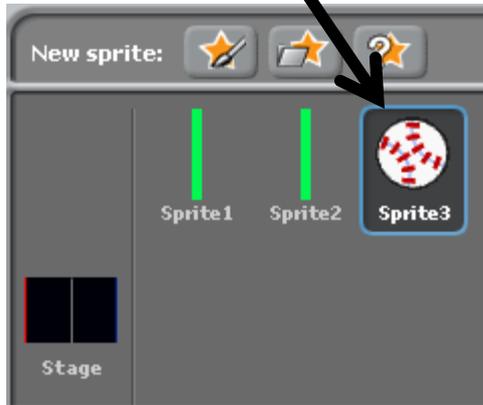


1. Select the first paddle (**sprite1**).
2. Drag the script over Sprite2 to copy the script for player #2.
3. Select the second paddle (**sprite 2**), right click to duplicate the script, then change the keys to “up arrow” and “down arrow” and the values “10” and “-10” as per the previous script.

Stage 3

- Getting the ball to move in a “fairly random” manner.
- Stage 3 will help you to make the ball bounce off the sides of the game area with a simple script.

Making the ball move

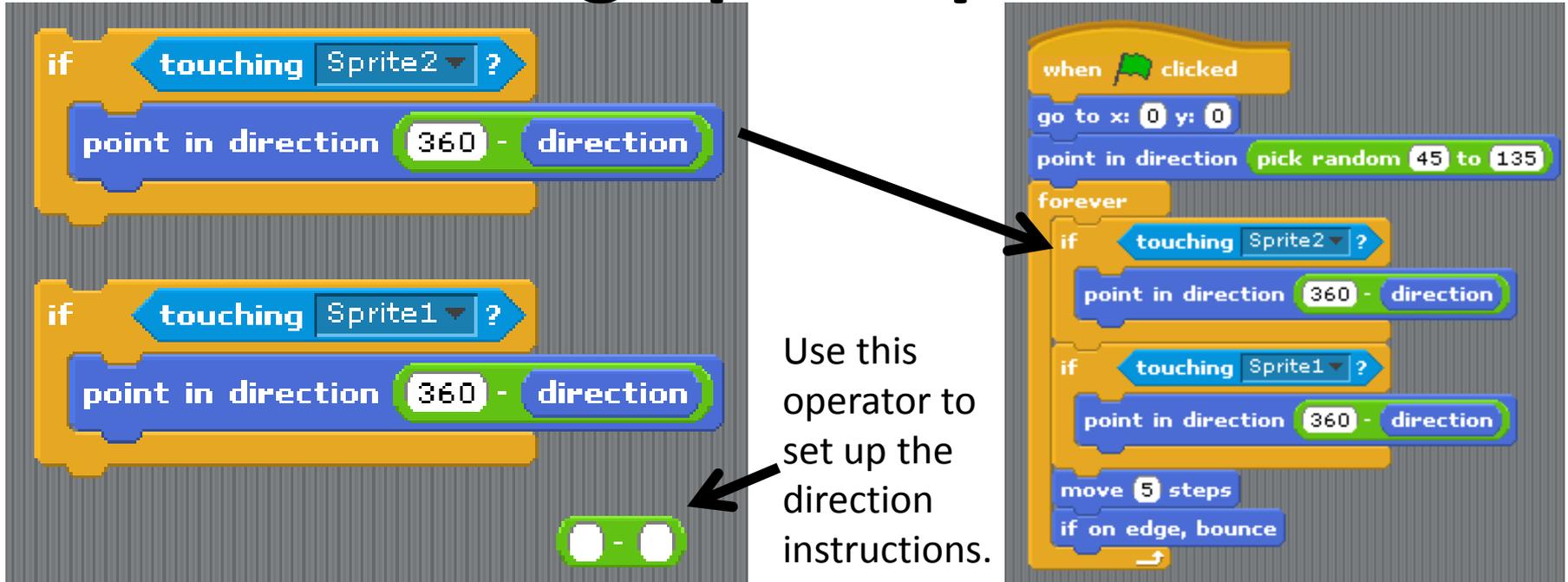


1. Select the ball (**sprite3**).
2. Create the **script** shown above.
3. **Test** the ball uses random directions by starting and stopping the game 2-3 times.

Stage 4

- Playing the game.
- Stage 4 will help you bounce the ball off the paddles so that the game can be played.

Setting up the paddles



The image displays two Scratch code snippets. The left snippet shows two 'if touching' blocks for 'Sprite2' and 'Sprite1', each followed by a 'point in direction' block with the expression '360 - direction'. Below these is a small '360 - direction' block. The right snippet shows a 'when clicked' event block followed by 'go to x: 0 y: 0', 'point in direction pick random 45 to 135', a 'forever' loop containing two 'if touching' blocks for 'Sprite2' and 'Sprite1', each with a 'point in direction' block, a 'move 5 steps' block, and an 'if on edge, bounce' block. A central text box with arrows explains the '360 - direction' operator.

Use this operator to set up the direction instructions.

1. You need to create an **IF statement** for the behaviour of each sprite, within the ball sprite.
2. Select the ball (**sprite3**), create the statements above.
3. **Move** them into the correct place in the ball script.
4. Don't forget to **test** that they work!

Stage 5

- The score board(s).
- **Stage 5** will help you create scores for your game, using the red and blue score zones that you set up at the very start.
- Remember blue = player 1 and red = player 2.

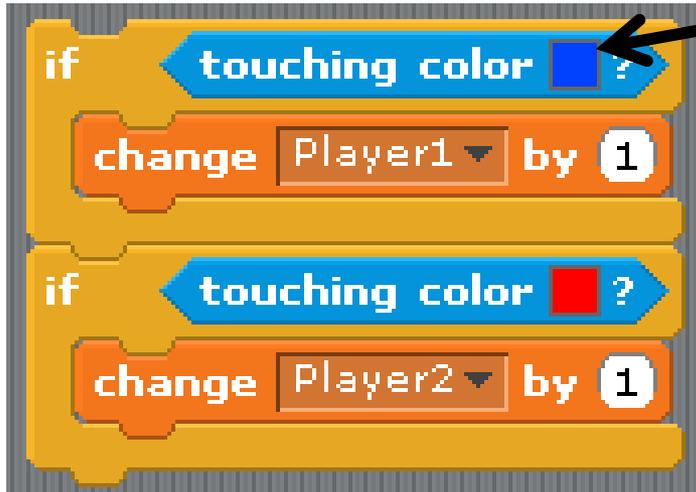
Setting up the score board part 1



1. You need to create variables for each player.
2. Select the ball (**sprite3**).
3. Go to the variables options and select “make a variable”.
4. Name the variable “Player1”, then repeat for “Player2”.

Setting up the score board part 2

To select the score zone colour click on the coloured square for the dropper to come up, then click the dropper on the score zone.



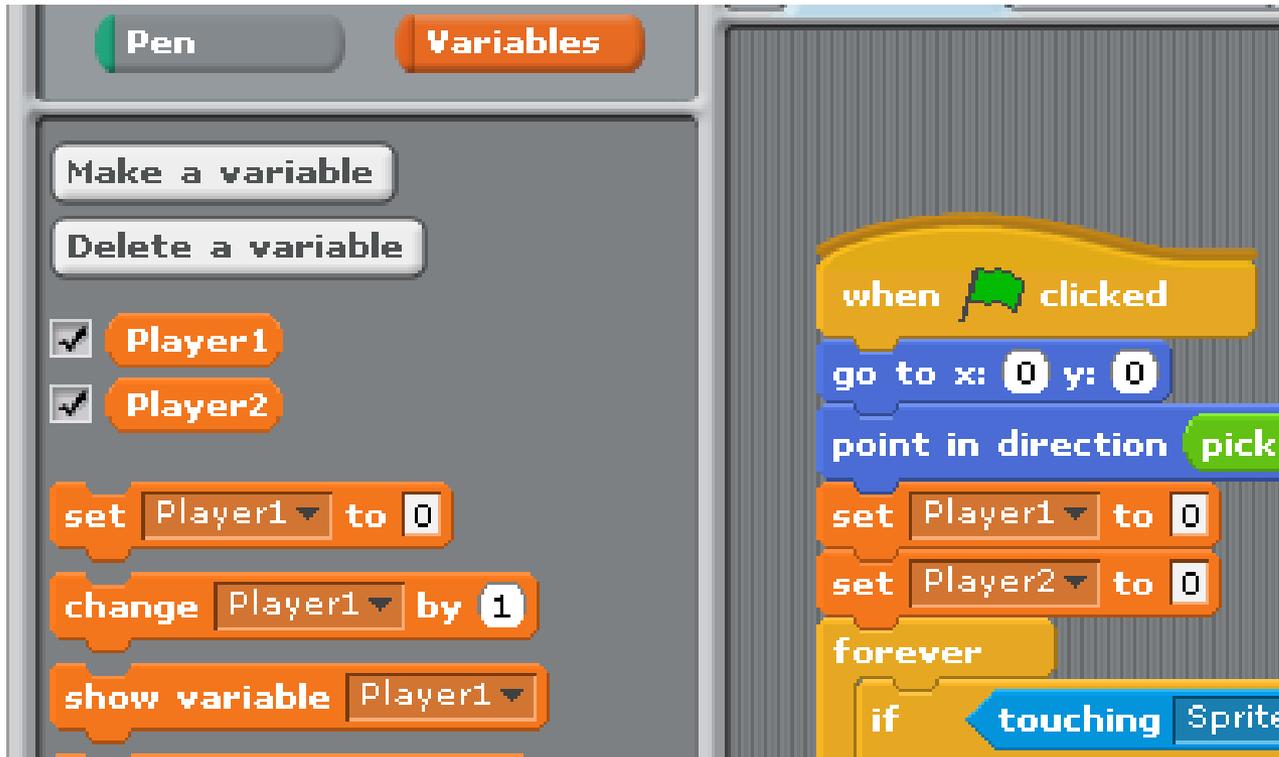
1. Create the if statements above to define the rules for scoring points.
2. Then drag them into the forever command below the other if statements.



Stage 6

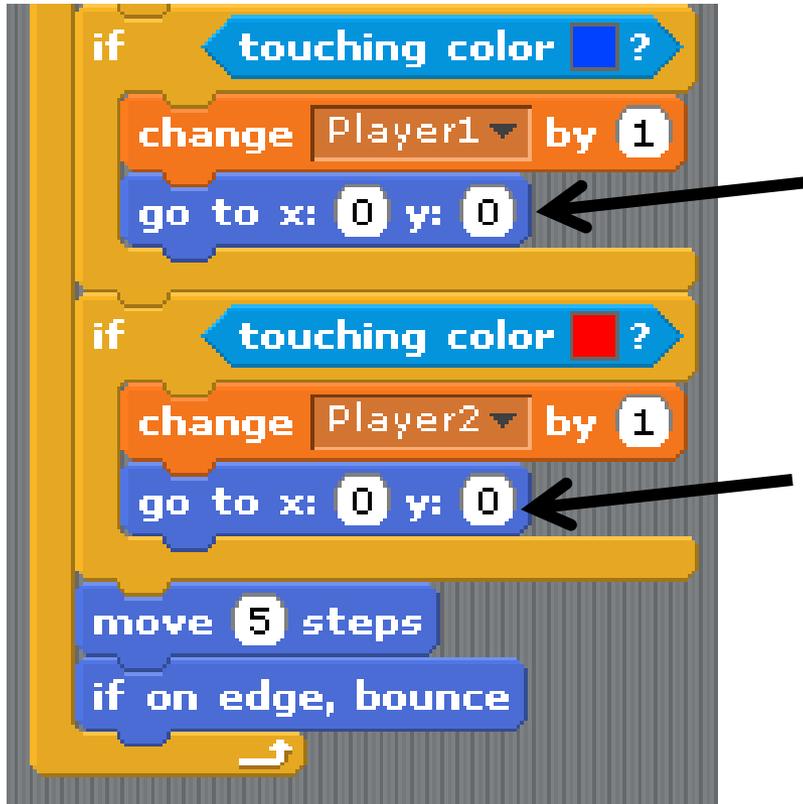
- Improvements
- Stage 6 will help you refine the scoring system and the starting position for the ball to make the game more accurate

Improvement #1 Re-setting the scores



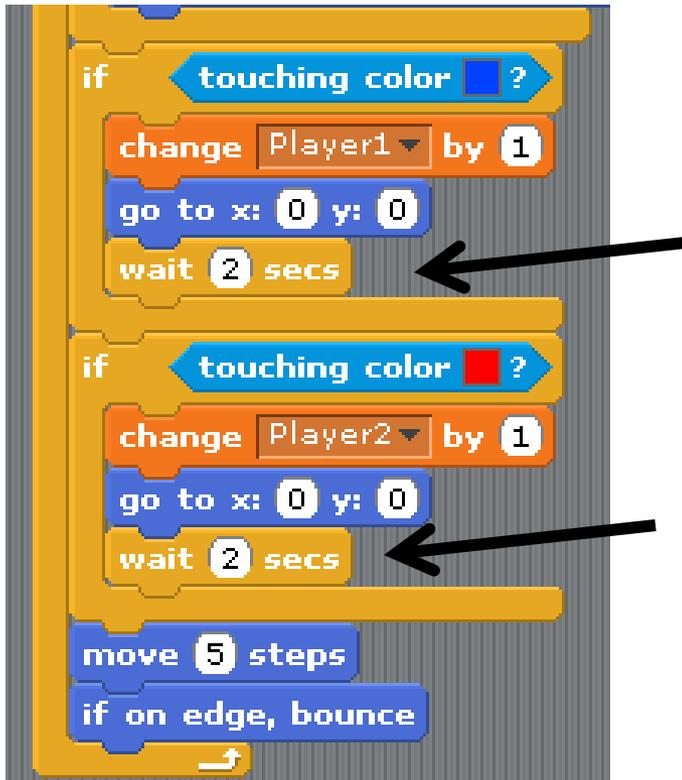
1. Use the **set variable** command to re-set the scores to zero each time the game is stopped and started again.
2. Don't forget to test it.

Improvement #2 Re-positioning the ball



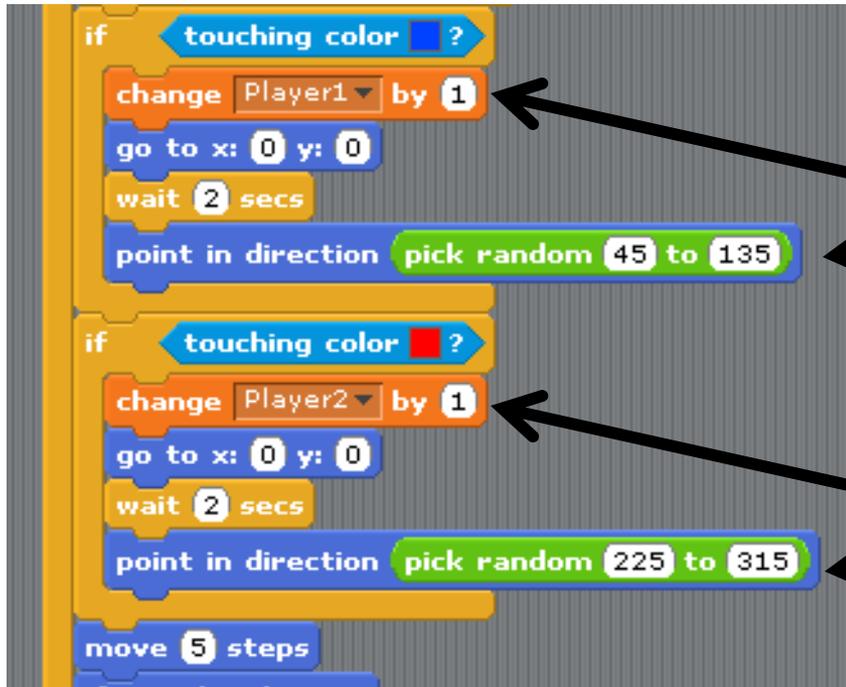
1. After a point has been scored the ball should be returned to the centre of the screen.
2. Use the **go to** motion script adjustments above to create this.

Improvement #3 Adding a pause



1. Adding a delay gives the players time to re-position their paddles for the next point.
2. Use the **wait** control script adjustments above to create this.

Improvement #4 Changing direction



Check that you have set the direction for the correct player.

1. Adding a delay gives the players time to re-position their paddles for the next point.
2. Use the **point in direction** motion script and **pick random** operator.

Summary

- The scripts that you will use have been summarised here for you to check your work against.

Sprite1

The screenshot shows the Scratch interface for a sprite named "Sprite 1". The sprite is currently locked. Its coordinates are x: -119, y: -144, and its direction is 90 degrees. The "Scripts" tab is selected, showing two scripts:

- Script 1:** Starts with "when green flag clicked", followed by a "forever if" loop with the condition "key a pressed?". Inside the loop is a "change y by 10" block.
- Script 2:** Starts with "when green flag clicked", followed by a "forever if" loop with the condition "key z pressed?". Inside the loop is a "change y by -10" block.

Each script block has a small arrow at the bottom right, indicating it can be moved or deleted.

Sprite2



The image shows the Scratch interface for a sprite named "Sprite2". The control panel at the top includes a green flag icon, a blue line, and a lock icon. The coordinates are x: 118, y: 4, and the direction is 90 degrees. Below the control panel are three tabs: "Scripts", "Costumes", and "Sounds". The "Scripts" tab is active, showing two scripts. The first script starts with "when clicked" and contains a "forever if" loop with the condition "key up arrow pressed?". Inside the loop is a "change y by 10" block. The second script also starts with "when clicked" and contains a "forever if" loop with the condition "key down arrow pressed?". Inside this loop is a "change y by -10" block. Both loops have a right-pointing arrow at the end, indicating they are continuous loops.

Sprite2

x: 118 y: 4 direction: 90

Scripts Costumes Sounds

when clicked

forever if key up arrow pressed?

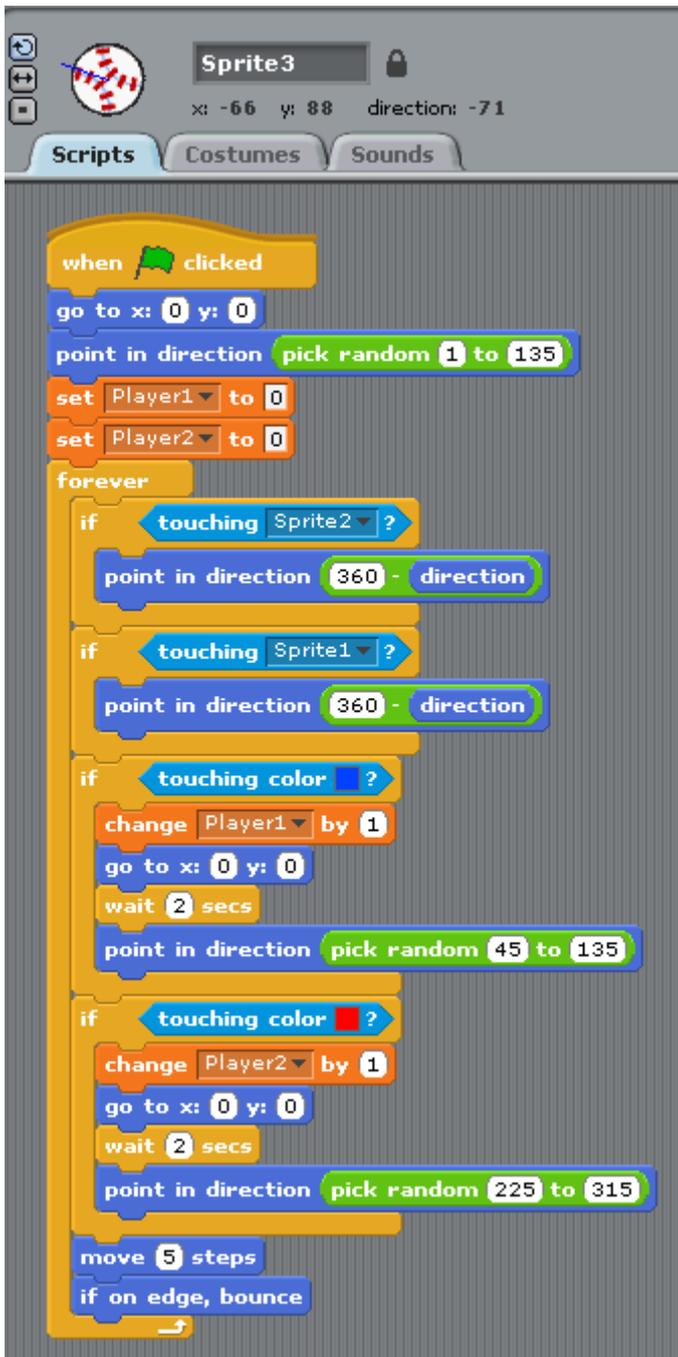
change y by 10

when clicked

forever if key down arrow pressed?

change y by -10

Sprite3



The image shows a Scratch script for a sprite named "Sprite3". The sprite's current position is x: -66, y: 88, and its direction is -71. The script is organized into several sections: a "when clicked" event, two "set" blocks for variables "Player1" and "Player2", a "forever" loop containing three "if" conditions for touching other sprites or colors, and a "move" block with an "if on edge, bounce" condition.

```
when clicked
go to x: 0 y: 0
point in direction pick random 1 to 135
set Player1 to 0
set Player2 to 0
forever
  if touching Sprite2?
    point in direction 360 - direction
  if touching Sprite1?
    point in direction 360 - direction
  if touching color blue?
    change Player1 by 1
    go to x: 0 y: 0
    wait 2 secs
    point in direction pick random 45 to 135
  if touching color red?
    change Player2 by 1
    go to x: 0 y: 0
    wait 2 secs
    point in direction pick random 225 to 315
  move 5 steps
  if on edge, bounce
```

Why not try . . .

- 4 players in the game?
- Changing the sprites to be more interesting?
- Making the paddles shorter?
- Speeding up the ball?
- Making the score zone smaller, maybe add goal posts?
- Changing the colours/layout to make it more child friendly?
- Changing the layout/colours to make it more appealing to an older audience?
- Writing instructions for the technical user and end users?