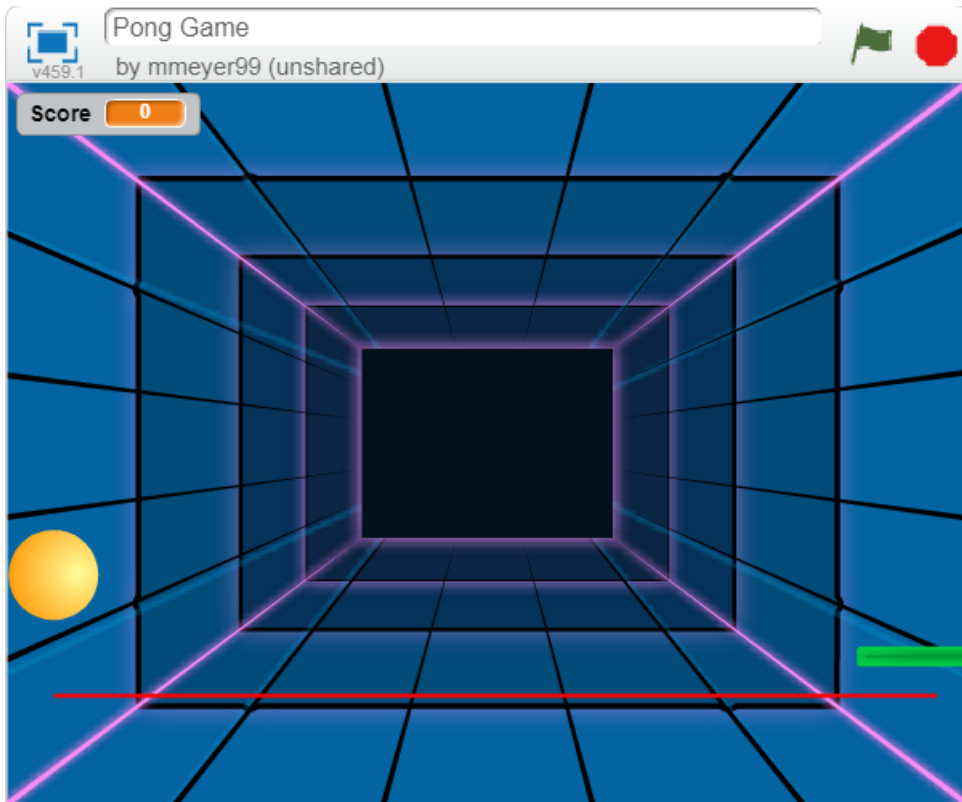
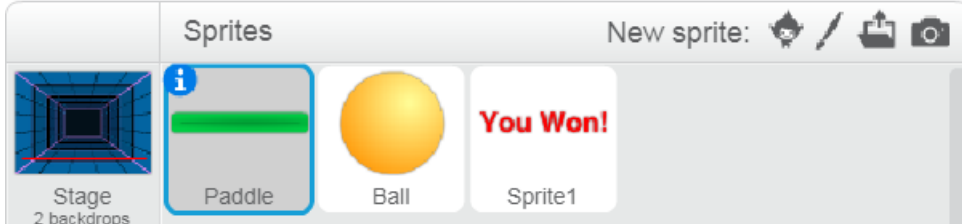


Pong



x: 240 y: 180

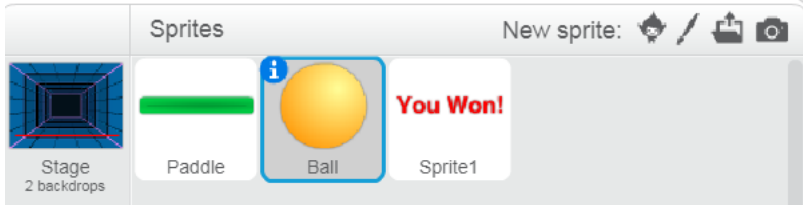
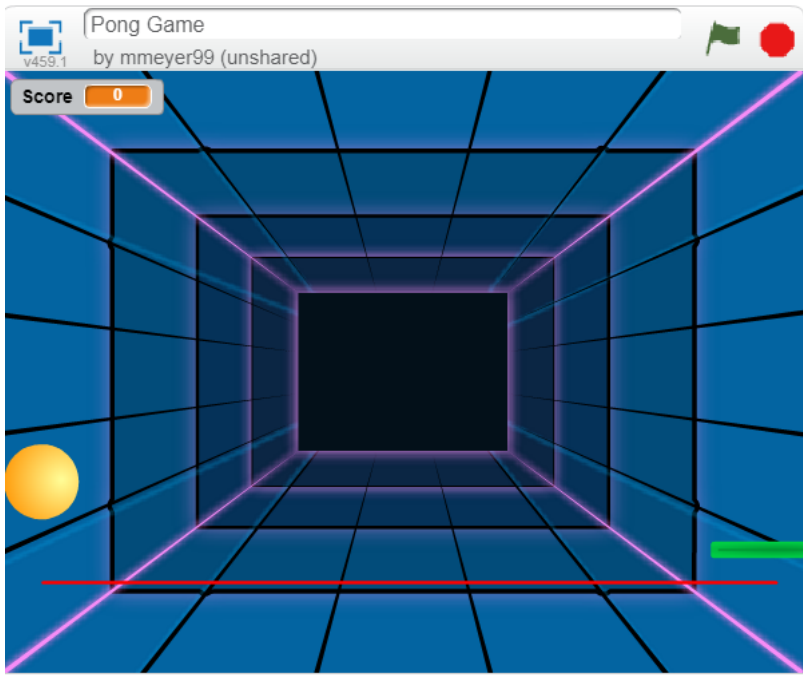


Scripts | Costumes | Sounds

Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: 216 y: -108
- go to mouse-pointer
- glide 1 secs to x: 216 y: -108
- change x by 10
- set x to 0
- change y by 10

A Scratch script starting with a "when clicked" event block, followed by a "forever" loop containing a "set x to mouse x" block.



Scripts | Costumes | Sounds

Motion

- Events
- Looks
- Sound
- Pen
- Data
- Control
- Sensing
- Operators
- More Blocks

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: -217 y: -65
- go to mouse-pointer
- glide 1 secs to x: -217 y: -65
- change x by 10
- set x to 0
- change y by 10

when green flag clicked

forever loop:

- if touching Paddle? then
 - turn 180 degrees
 - move 15 steps
 - wait 0.05 secs

when green flag clicked

forever loop:

- go to x: 0 y: 160
- point in direction 45
- forever loop:
 - move 15 steps
 - if on edge, bounce

when green flag clicked

wait 0.05 secs

forever loop:

- if touching color? then
 - stop all

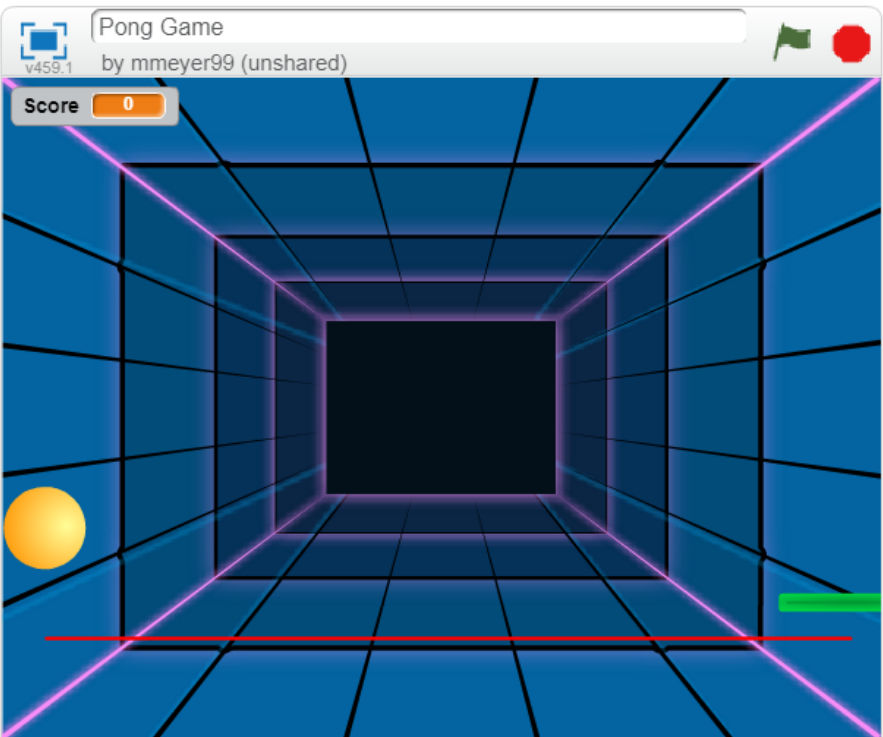
when green flag clicked

set Score to 0

when green flag clicked

forever loop:

- if touching Paddle? then
 - change Score by 1
 - turn 180 degrees
 - move 15 steps
 - wait 0.05 secs



Scripts | Costumes | Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: 196 y: -82
- go to mouse-pointer
- glide 1 secs to x: 196 y: -82
- change x by 10
- set x to 0
- change y by 10
- set y to 0

Events

- when green flag clicked

Control

- wait until Score > 5

Sensing

- mouse-pointer

Operators

- Score > 5

More Blocks

when green flag clicked

hide

wait until Score > 5

show

stop all

Sprites

New sprite: [New Sprite] [New Costume] [New Sound] [New Backdrop]

- Stage (2 backdrops)
- Paddle
- Ball
- Sprite1 (You Won!)

New backdrop: