

## Scratch Pong

For homework – you must work individually!

Create your own Pong game.

1. Login to Scratch. <http://scratch.mit.edu>
2. Go to Create > Tutorials > Pong
3. Follow the video and instructions on 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 x on top).
6. In the end, you will end up using multithreading to have multiple “when the flag is clicked” scripts:
  - a. In the first one the ball will constantly bounce
  - b. In the second one, if it touches the paddle it will turn 180 degrees
  - c. In the third one, if the flag is pressed score will be set to 0.
7. Your paddle will also have a script which tells it to follow your mouse.
8. Note you will need to add a line on the bottom of your screen. You will add code that if the ball reaches the bottom line of the screen it will stop and you lose.

Optional effects at the end to try:

1. Change the color of the ball when it touches the paddle
2. You do not need to do the variable for score since we have not learned that yet
3. 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!
4. 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.**



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