

Step by Step Scratch Tutorial

Create an Animal Pong Game

Create a simple Pong type game to bounce the ball off of the animal. If the ball touches the red out of bounds line, it's **GAME OVER!**

Programming Difficulty Level = Easy

Fun Level = Fun to build, fun to play.

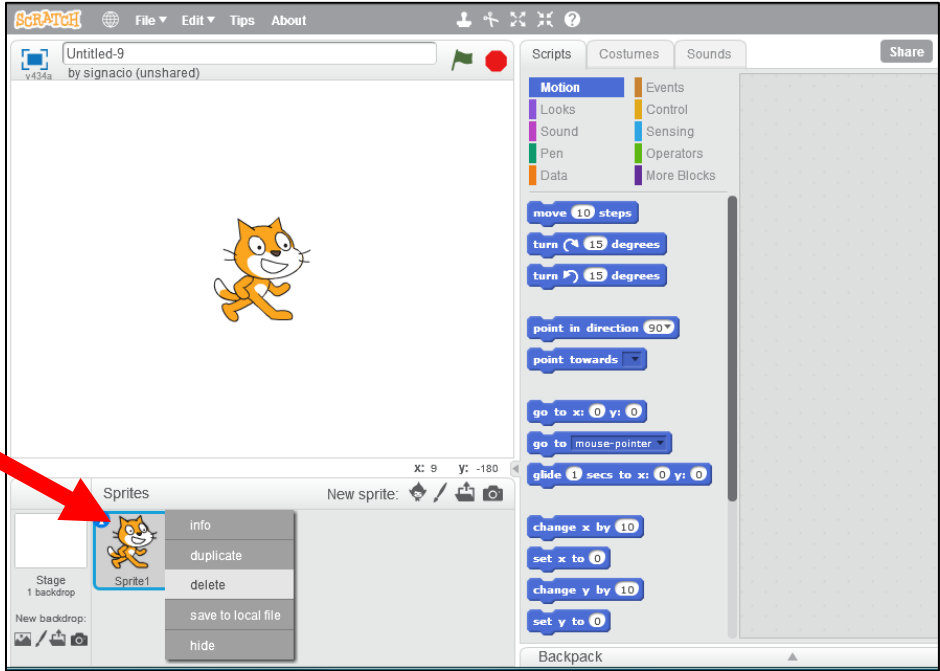
Age Level = 8 years +



First: We Create the Animal That Will be the Pong "Paddle"

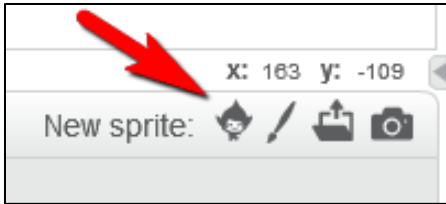
1

Open Scratch.
Delete the cat.
(right click, delete)



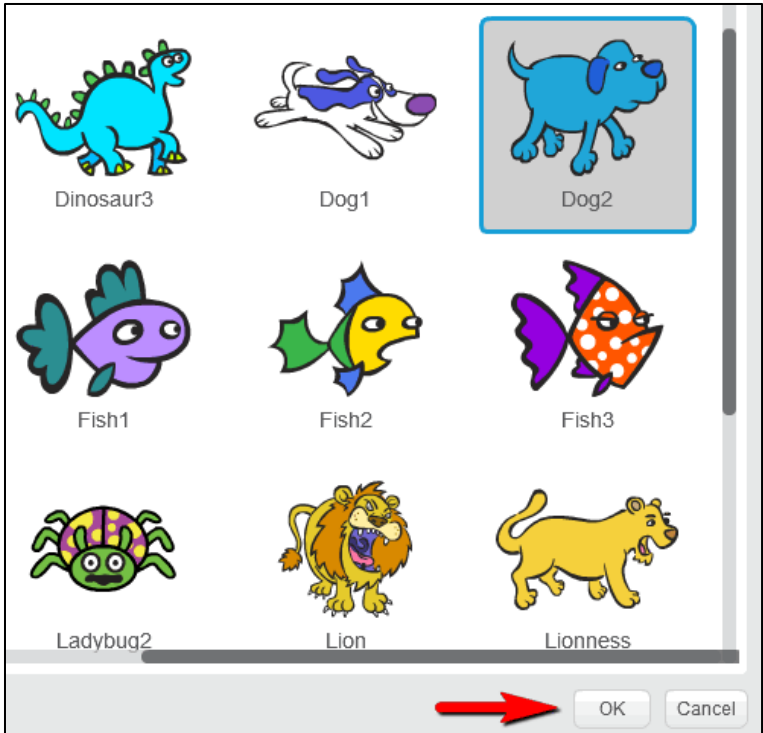
2

Click the icon (New Sprite).



3

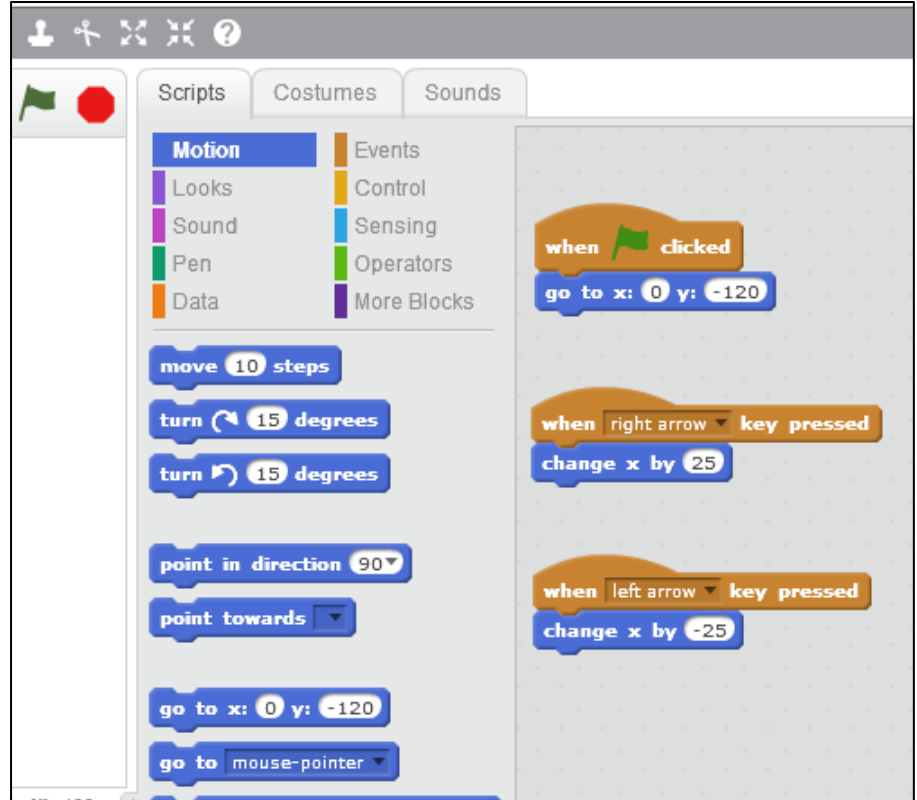
Choose a new sprite
from the Sprite Library.
(click on it).
Then click OK.



Next: We Program our Animal Paddle to Move Left and Right

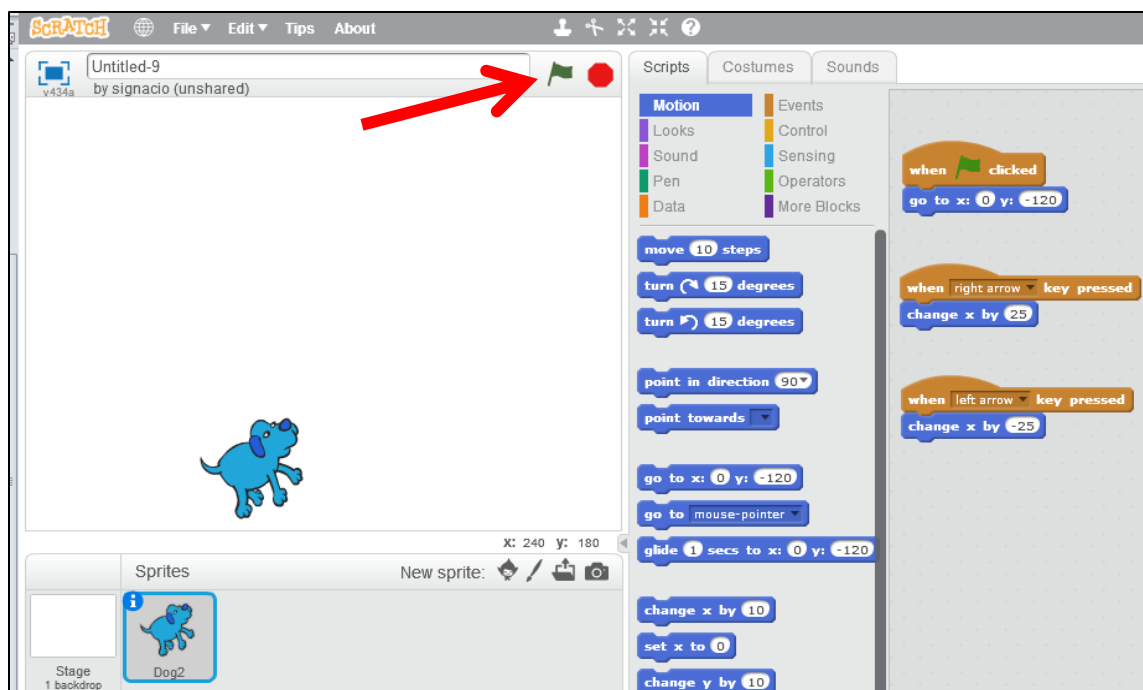
4

Drag and drop this code for your paddle from the left side (scripts menu) to the right side.



5

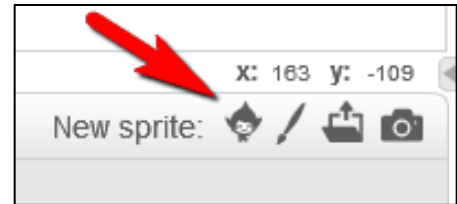
Click the Green Flag, then test your code using the right and left arrow keys. Does the "paddle" move? Check your code if it doesn't.



Now: We Create the Ping Pong Ball and Make it Move

6

Click the icon (New Sprite).



7

Choose a sprite to be the ping pong ball then click OK.



8

Click your ping pong ball so we can add the code to make it move.

9

Add this code to the ball.



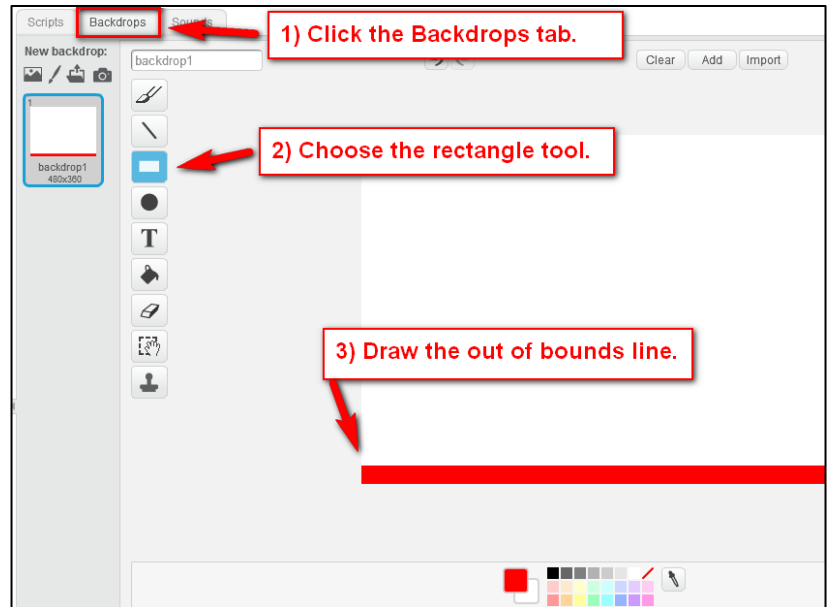
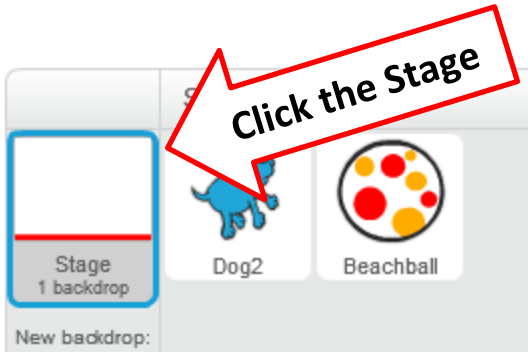
```
when green flag clicked
  go to x: 100 y: 100
  point towards Dog2
  forever loop
    move 10 steps
    if on edge, bounce

when green flag clicked
  forever loop
    if touching Dog2? then
      point in direction 0
      move 10 steps
      turn pick random -45 to 45 degrees
```

Create the Out of Bounds Line and Add Code to End Game

10

Draw the Out of Bounds Line.



11

Click the pong ball, then add this code to end the game (Game Over). Test your game. *Play Animal Pong!*

