PART 1 - CREATE THE PANELS

0:15 Draw a tall, skinny paddle - video calls it a panel?
- black rectangle for the paddle sprite.

0:40 Drag out a "when key pressed"
from control group of blocks.

↑ Change to "up arrow" for key.

0:49 Add a "move 10 steps" command to it.
See that does not work.
Oh, need to move paddle up and down -

1:05 Use "change y by 10" block instead.

1:25 Add "when down arrow key pressed"
"change y by -10"
1:40 - 1:53
(if on edge, bounce)

SKIP this, it does not work in Scratch 2.

2:05 - 2:25
Adding
Stop when green flag clicked
Go to x: 214 y: 94

Motion group

2:30 Name it -
He names it (paddle 2)
Its on right side.
I called mine paddle 2
or right paddle.
Do not leave it with name Sprite 1!!
Duplicate the sprite you just made - right mouse button click, duplicate command. Name it paddle 1 or left paddle. Drag it over to left side of the stage. Go to x: 214, y: 94 for this 2nd paddle becomes -214, -94. Change to when down arrow key pressed, s key is not up arrow and down arrow used. Change the change y by 10 to change y by -10. Use w instead of ↑ and use s instead of ↓.

Part 2 - Creating the Ball

3.28
Draw a small ball for the 3rd sprite—make it small.

3:45 "One thing you should check before you start programming..."
Look at costume for the ball sprite—
Set costume center

make sure the crosshairs
go through the center of the ball

BAD

GOOD

Costume, crosshairs, centering, bad, use tool to change to

Good to check the paddles to—set costume center to the center of each paddle—

4:00 start the scripts to the ball sprite.
When green flag clicked

Forever

Forever loop is from Control group.

Go to x:0 y:0
Point in direction -45°
Forever
Move 5 steps

Insert if on edge, bounce

So the ball bounces off the walls of the stage.

5:13-5:25
Now add following to the forever loop:

If touching color

One way IF from Control group

(click the switch to our colorazed paddles.)
Action inside of the

if touching color? 

will be turn 90 degrees

PART 3 - Tracking Points 5:55

make a variable

☑ Player 1 score
☑ Player 2 score

6:20 Using color and color sensing here -

6:28 Draws a green wall on left hand side.

6:38 Draws an orange wall on right hand side.

6:38 Draws a blue ceiling at the top.
Place the player scores in the blue ceiling.

7:08 If touching color? 

turn 90 degrees 7:17
Make the ball smaller, if needed, so it does not bounce off blue ceiling okay and doesn't goof up.

7:17–8:05

Costume editor—
- make ball smaller—
Costume tab

Start counting points if it hits the green or the orange—

8:10

if touching color? 

8:25

change player 2 score by 1

stop script

green—use eyedropper to get left side color for when player 2 scores a goal

duplicate that whole block now and change duplicated to:

if touching color? 

8:50

change player 1 score by 1

stop script

use eyedropper right wall color
Add 2 new statements before forever loop:

- Set Player1 score to 0
- Set Player2 score to 0

Part 4 - Ending the game at 5 points

9:45 get rid of the two stop script statements —
Replace them with wait 1 sec

10:00 Build a repeat until loop

Use operators block — get operator

10:05 Put operator in both slots —

10:18

player1 score = 5 or player2 score = 5
Drag the entire set of statements out of the forever loop body—
(Drag move 5 steps and all the statements will follow it).

Drop these statements inside the

```
repeat until (Player 1 score = 5) or (Player 2 score = 5)
```

10:32
Throw away the forever loop, it's empty now—

10:35
Lock the (repeat until) into the 5 blocks that initialize that forever had been connected to.

```
when green flag clicked
    go to x 0 y 0
    point in direction -45
    set player 1 score to 0
    set player 2 score to 0
    repeat until
```
Add go to x:0 y:0 after each of the

(wait 1 sees)

So the ball returns to the center stage for next serve, after a score by player 1 or by player 2.

Ending the game—Checking to see which player won—

if Player 1 score = 5

else

say player 1 wins!

say player 2 wins!