

# PART 1 - CREATE THE PANELS

AAA

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

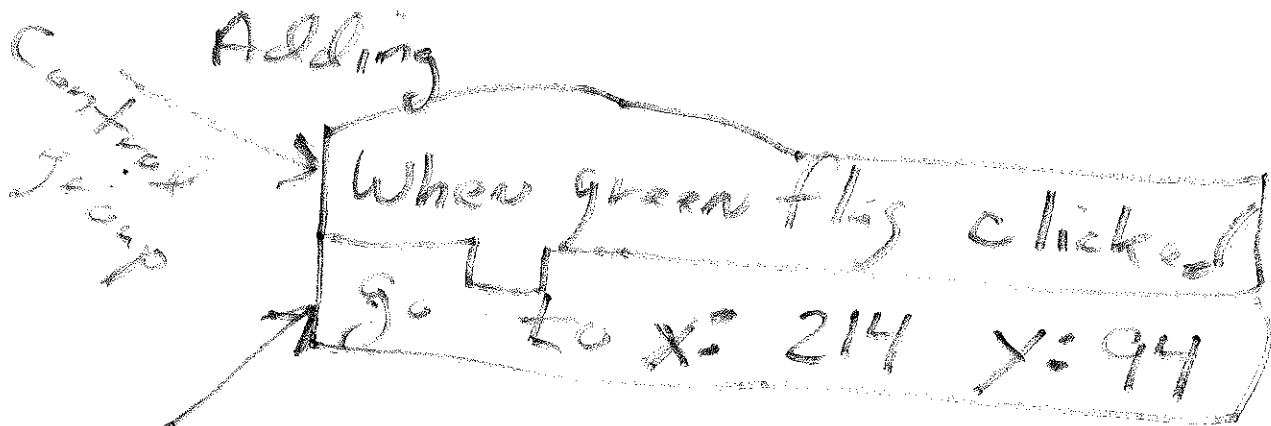
1:40 - 1:53

BBB

if on edge, bounce

SKIP this, it does not work in scratch 2.

1:55 - 2:25



Motion group

2:30 Name it -

He names it Panel 2, its on right side.

I called mine paddle 2 or right paddle.

Do not leave it with name Sprite 1!!

2042 duplicate the sprite you <sup>(ccc)</sup>  
just made — right mouse button  
click, duplicate command.

Name it panel 1 or 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 used  
not up arrow and down arrow

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

3028

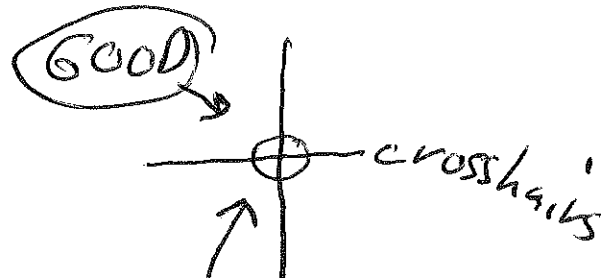
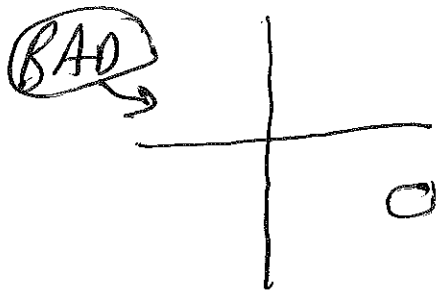
Draw a small ball for the 3rd sprite — make it small. (DDD)

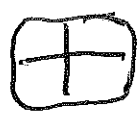
3:45 "One thing you should check before you start programming..."

Look at costume for the ball sprite —

Set costume center 

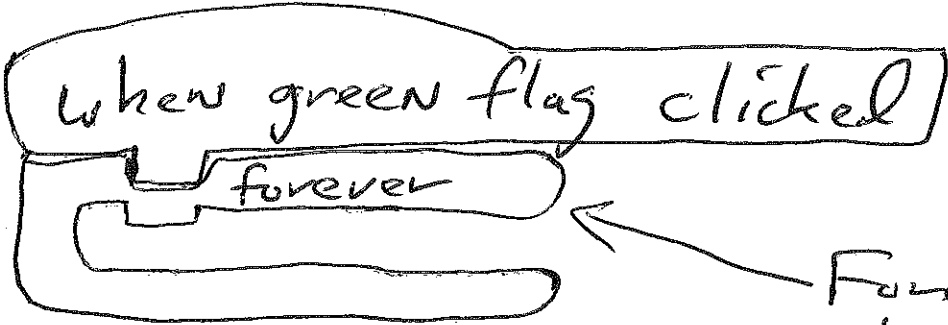
make sure the crosshairs go through the center of the ball



Costume crosshairs centering tool. →  to change to

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

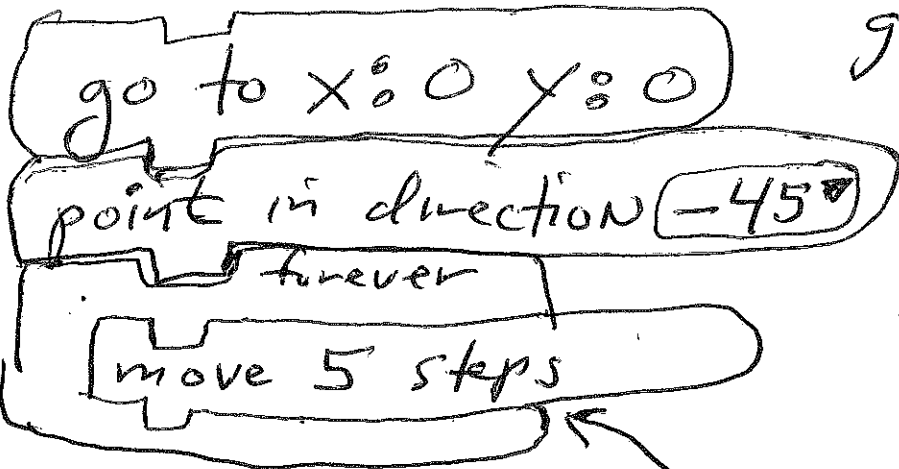
4:00 Start the scripts to the ball sprite.



EEE

4:13

Forever loop is from control group.



4:56

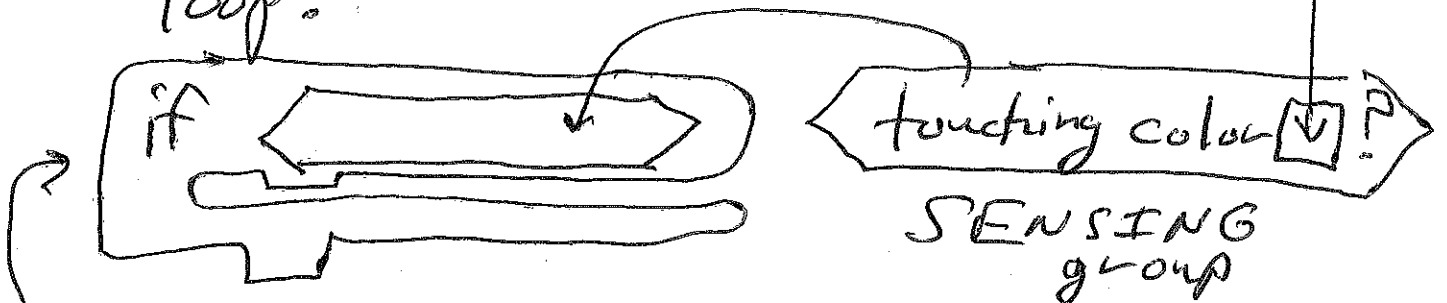


so the ball bounces off the walls of the stage.

(click the switch)  
then click on one of paddles.  
→ TO GET the COLOR

5:13 - 5:25


Now add following to the forever loop:



one way IF from control group

Action inside of the

(FFF)

if touching color  ?

will be turn  $\curvearrowright$  90 degrees

## PART 3 - Tracking Points 5:55

make a variable

Player 1 score

Player 2 score

6:20 Using colors and color sensing

here -  
6:28

Draws a green wall on left hand side.


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.

7:05

If touching color  ?

BLUE ceiling

turn  $\curvearrowright$  90 degrees

7:17

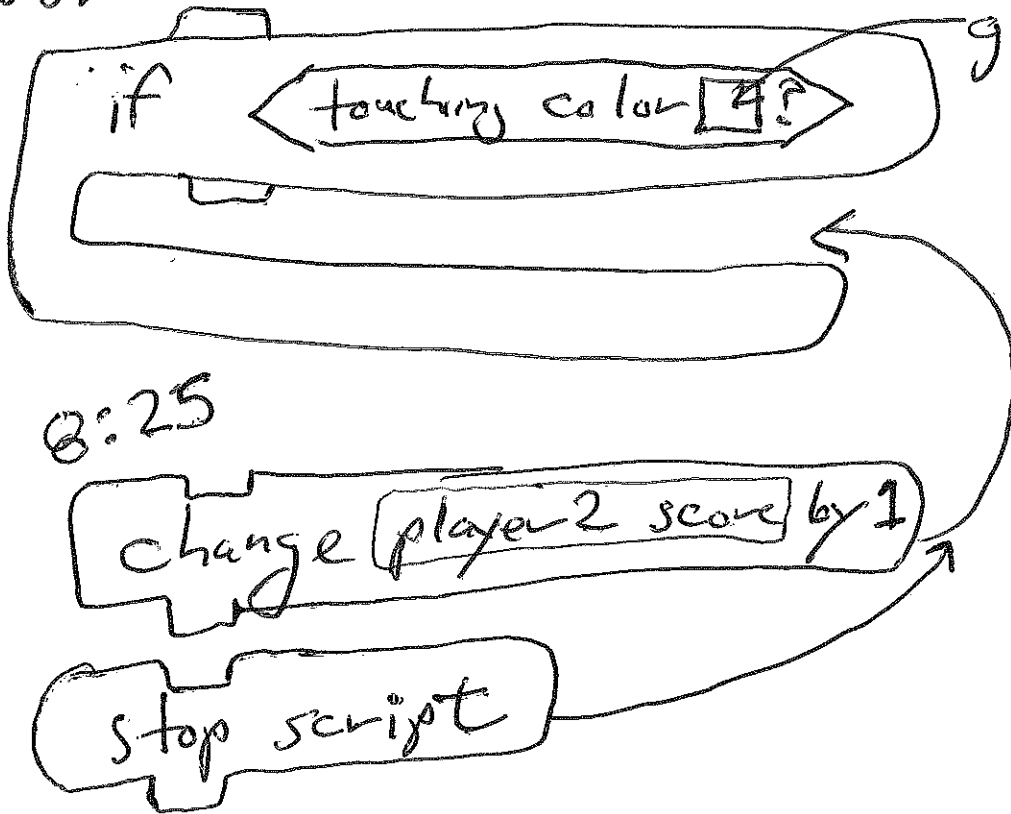
Make the ball smaller, if needed, so it does the bounce off blue ceiling okay and doesn't goof up.

GGG

7:17-8:05

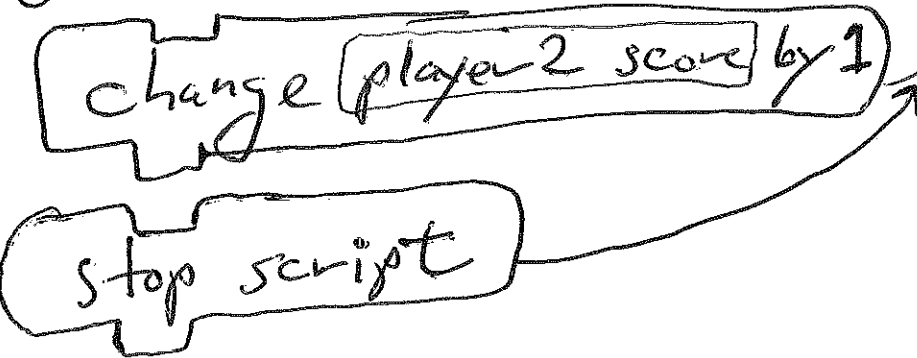
Costume editor -  
- make ball smaller -  
Costume tab

Start counting points if it hits the green or the orange -  
8:10



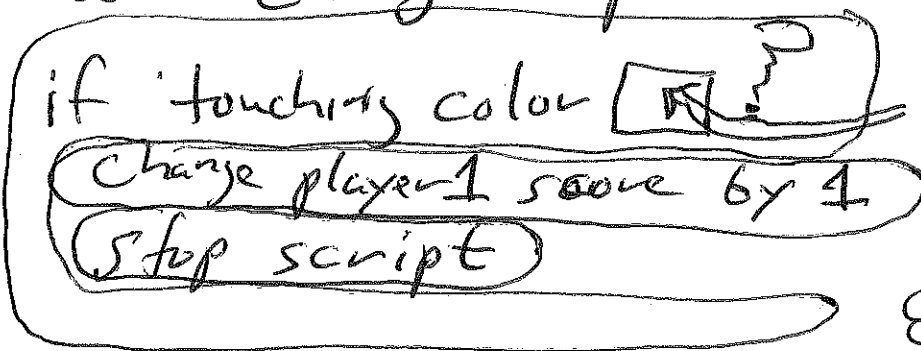
green -  
use eyedropper to get left side color, for when player 2 scores a goal

8:25



Use eyedropper orange, right wall color

Duplicate that whole block now and change duplicated to:



8:50

Add 2 new statements before forever loop

HHH

Set Player 1 score to 0  
Set Player 2 score to 0

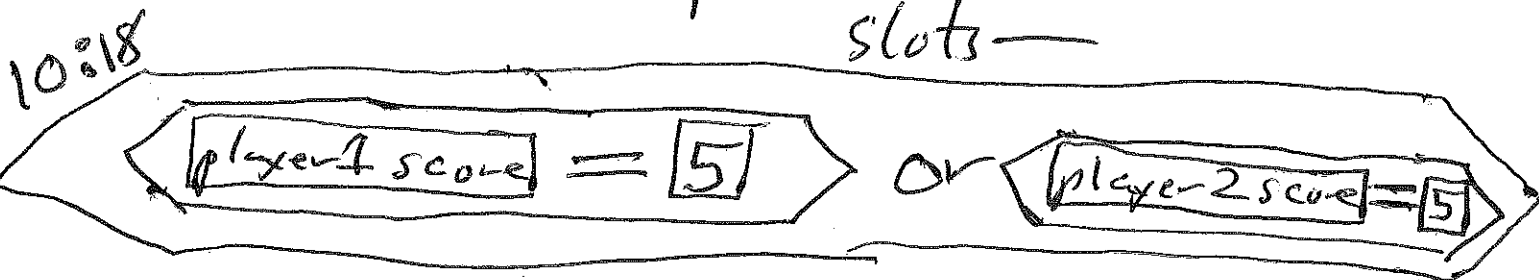
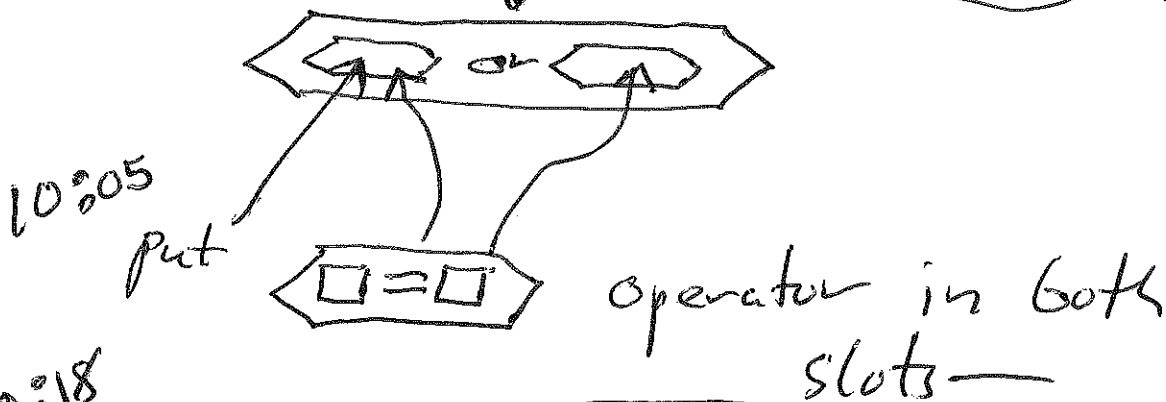
Part 4 - Ending The Game at 5 points 9:32

9:45 get rid of the two Stop Script statements -

Replace them with wait 1 secs

10:00 Build a repeat until loop

Use operators block - get or Operator





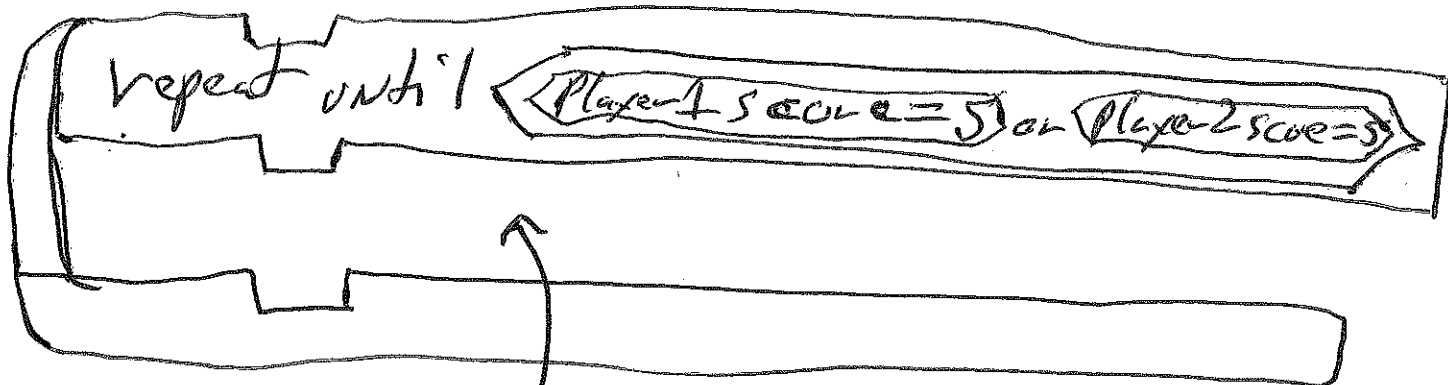
10:29

III

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



they go here

10:32

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

10:38

Lock the repeat until into the 5 blocks that initialize, that forever had been connected to.

- ① when green flag clicked
  - ② go to x 0 y 0
  - ③ point in direction -45
  - ④ set player 1 score to 0
  - ⑤ set player 2 score to 0
- repeat until

12:10

Add

JJJ

go to x:0 y:0

after each of the

wait 1 secs

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

11:27

Ending the game —  
Checking to see which player won —

