when green flag clicked

- switch costume to costume1
- go to x: 0 y: 0
- point in direction -45

set Player 1 Points to 0
set Player 2 Points to 0

repeat until Player 1 Points = 5 or Player 2 Points = 5

- move 5 steps
- if on edge, bounce

  if touching color # then
  turn 90 degrees

  if touching color # then
  turn 90 degrees

  if touching color # then
  change Player 2 Points by 1
  wait 1 secs
  go to x: 0 y: 0

  if touching color # then
  change Player 1 Points by 1
  wait 1 secs
  go to x: 0 y: 0

if Player 1 Points = 5 then
  point in direction 90
  switch costume to costume3

if Player 2 Points = 5 then
  point in direction 90
  switch costume to costume4
repeat until Player 1 Points = 5 or Player 2 Points = 5

move 5 steps
if on edge, bounce
if touching color ? then
  turn 90 degrees
if touching color ? then
  turn 90 degrees
if touching color ? then
  change Player 2 Points by 1
  wait 1 secs
  go to x: 0 y: 0
if touching color ? then
  change Player 1 Points by 1
  wait 1 secs
  go to x: 0 y: 0
if Player 1 Points = 5 then
  point in direction 90
  switch costume to costume3
if Player 2 Points = 5 then
  point in direction 90
  switch costume to costume4
when w key pressed
change y by 10
if on edge, bounce
point in direction 90°

if touching color ? then
change y by -10

when s key pressed
change y by -10
if on edge, bounce
point in direction 90°

when clicked
go to x: -208 y: 0

when up arrow key pressed
change y by 10
if on edge, bounce
point in direction -90°

if touching color ? then
change y by -10

when down arrow key pressed
change y by -10
if on edge, bounce
point in direction -90°

when clicked
go to x: 206 y: 0
1. IF Touching Black?  BLACK (either paddle)
2. IF Touching Dark Blue?  DARK BLUE (ceiling)
3. IF Touching Green?  GREEN (left wall)
4. IF Touching Orange?  ORANGE (right wall)
Instead of checking AFTER the Repeat Until loop is done, this version of Two Player Ping Pong tests to see if the game is over INSIDE of the Repeat Until loop.

If Player 1 Points = 5 then
   Say Player 1 Wins!
Else
   Say Player 2 Wins!

is the way that the video tutorial approaches it, but that video’s IF statement with an ELSE clause has to occur AFTER the Repeat Until loop, or outside and immediately BELOW or AFTER the Repeat Until.

This way with the single IF statement AFTER the Repeat Until loop is more efficient and will give better game performance.