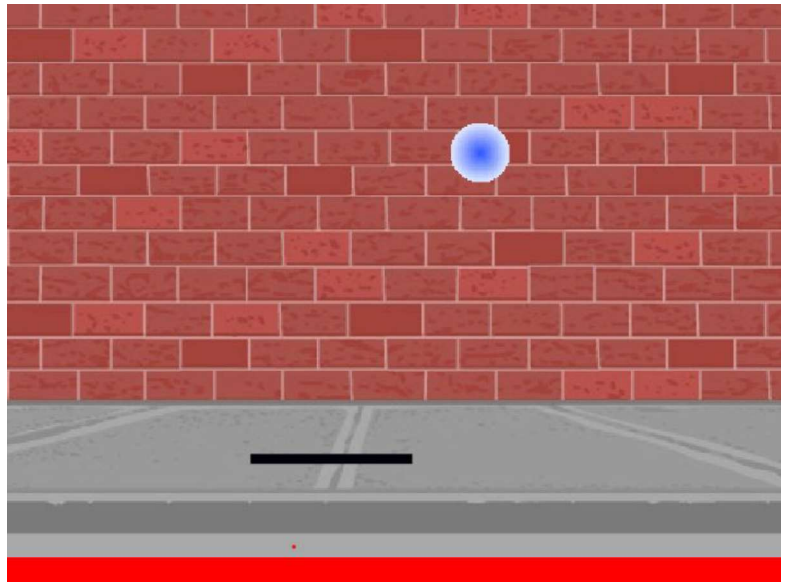


# PONG

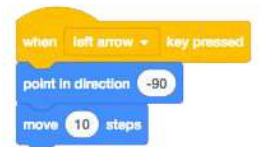
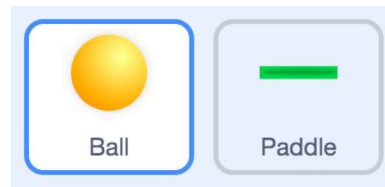
## HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to the classic game of pong, where the goal is to keep the sprite from getting past you.



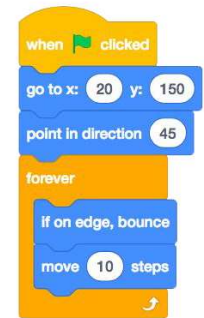
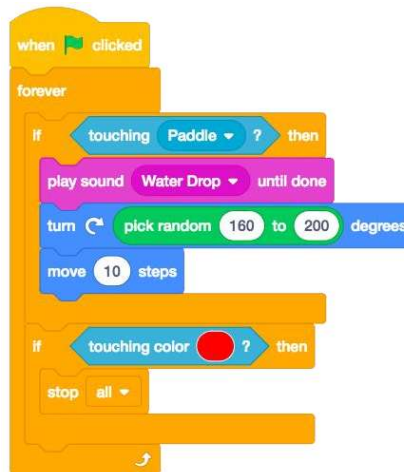
## START HERE

- ❑ Create two sprites: a paddle for the user to control and a ball the user will be playing with.
- ❑ Make your paddle sprite interactive.
- ❑ Bring your game to life!



## THINGS TO TRY

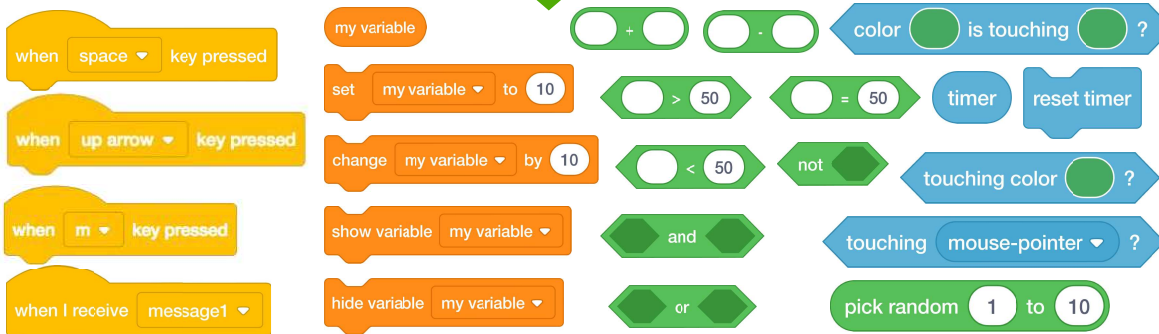
- ❑ How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- ❑ Experiment with changing the look of your game by editing the backdrops!
- ❑ Explore using different key presses to control your sprites!



Interacts with the walls  
Interacts with the paddle

These control the ball - if touching the paddle or a wall, it continues moving. If touching red (meaning the ball moved past the paddle) the game ends.

## BLOCKS TO PLAY WITH



## FINISHED?

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.