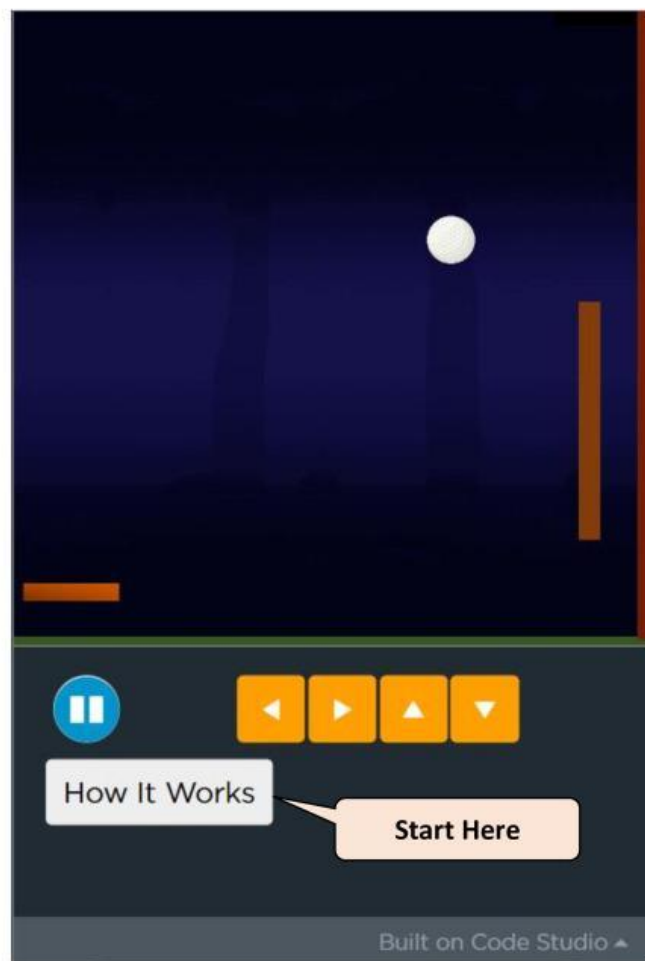


Project 32

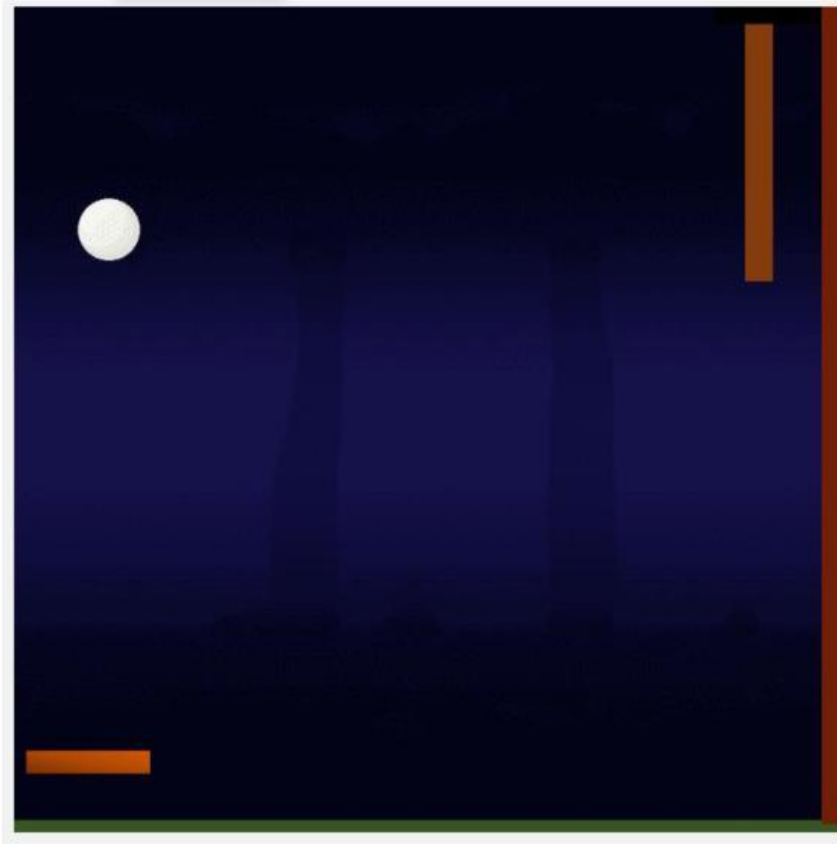


Coding School

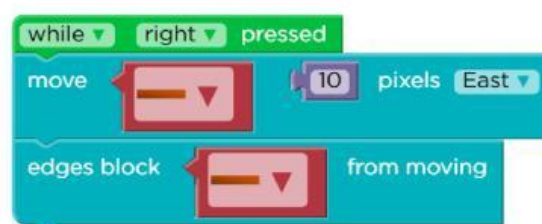
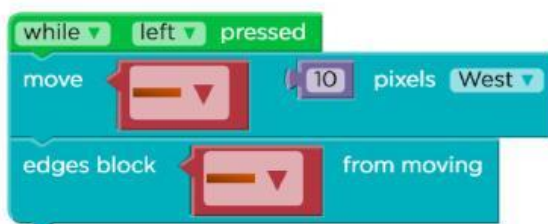


Let's create a game.

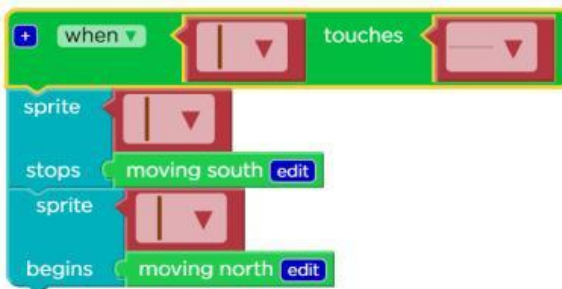
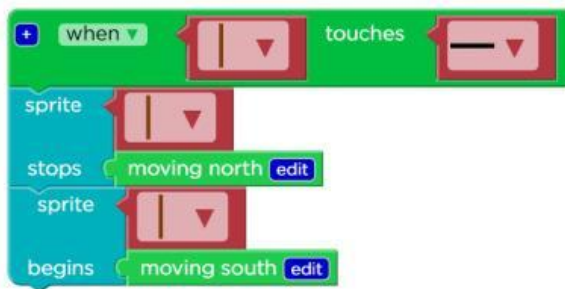
- ❖ All the background and sprites you need are provided in the function called Setup.



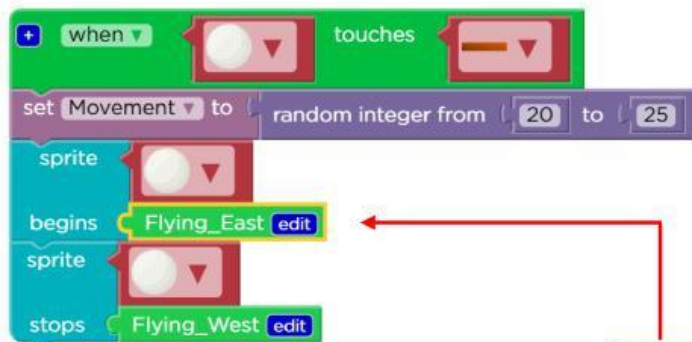
- ❖ The horizontal paddle should be set to move in the east and west directions using the left and right arrow keys. Use these blocks for that.



- ❖ The vertical paddle should be adjusted to move up and down. Use these blocks for that.



- ❖ When the ball touches the horizontal paddle, the ball should move as a projectile. Use these blocks for that.



Create the variable as Movement and generate a random number between 20 and 25 for it.

Movement variable is "Flying_East"
Use in Behavior.

When the ball moves 12 pixels east, move north by the number of pixels from the value in the Movement variable. Then the ball moves as a projectile.

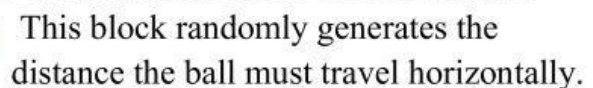
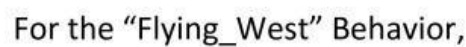
This changes the vertical height of the moving ball.



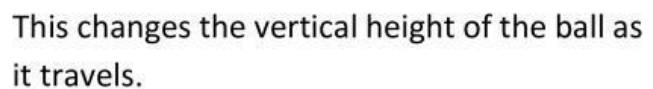
Because the movement variable is randomly generated, when the ball touches the horizontal paddle again, the trajectory of the projectile changes.

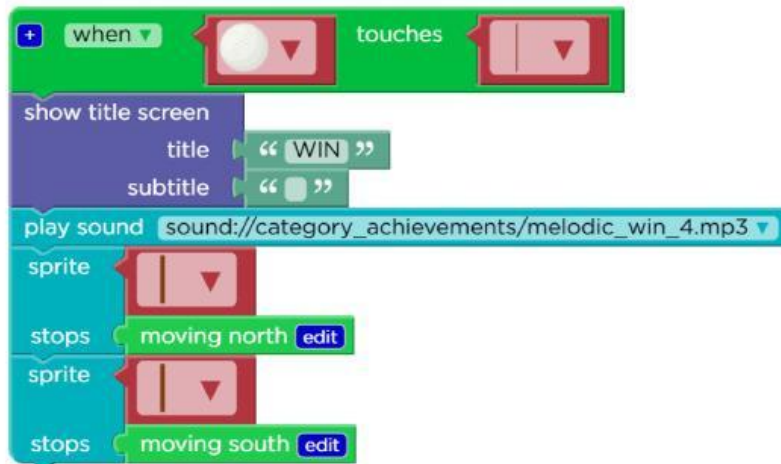
- This block stops the ball from moving west when it touches the paddle.

- ❖ Use this block to display "WIN" and make a sound when the ball touches the layout on the right.



Movement variable determines the height to move vertically. Here a specific value is assigned to the Movement variable.





- ❖ Use this block to display "LOSE" and make a sound when the ball touches the bottom layout.

