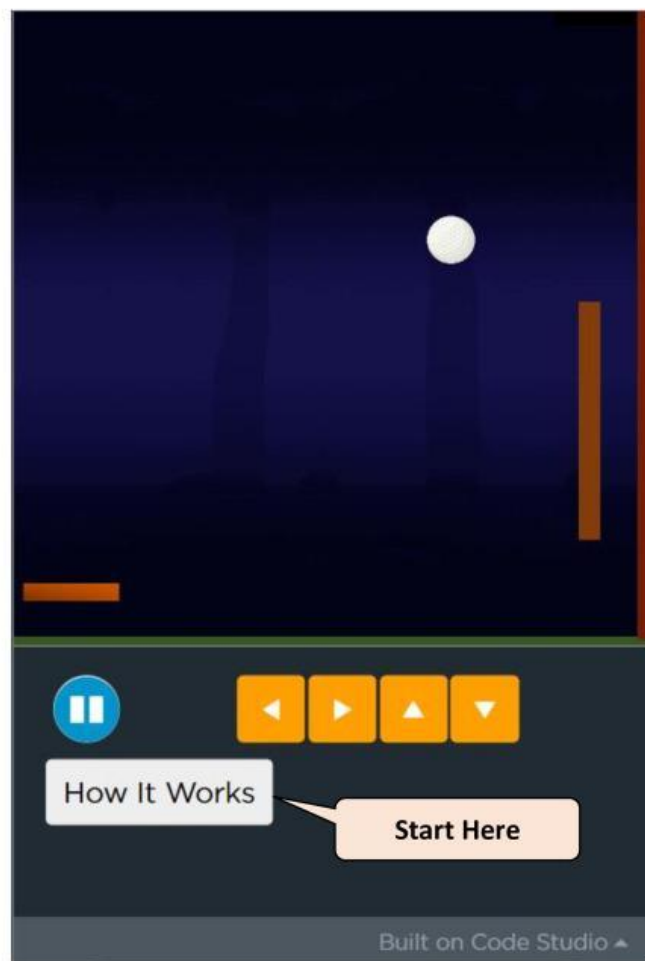


Project 32

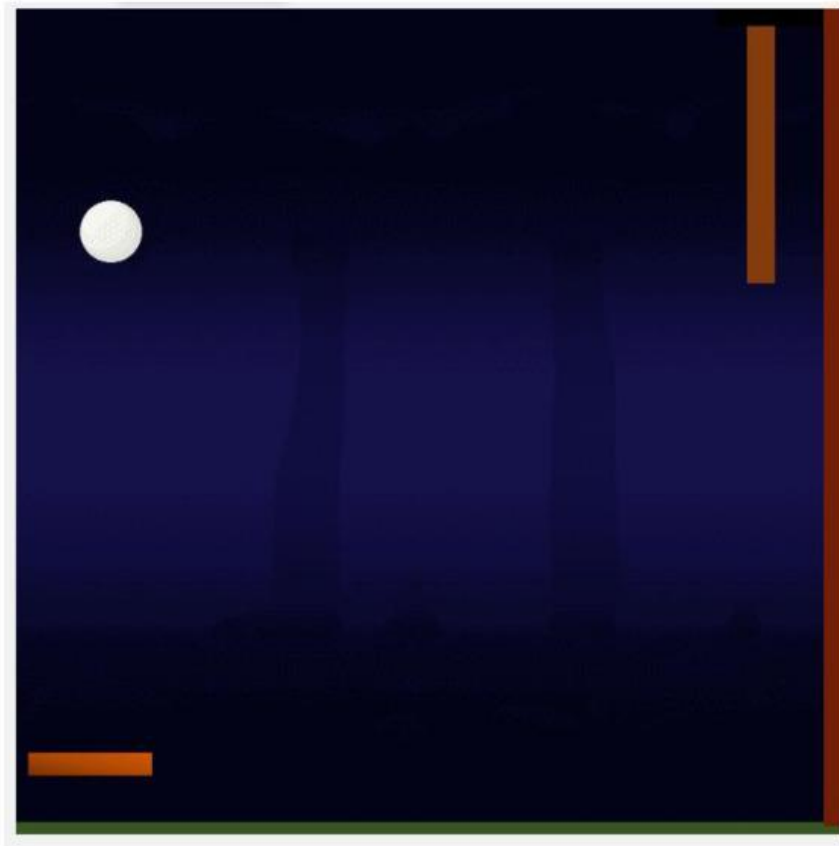


Coding School

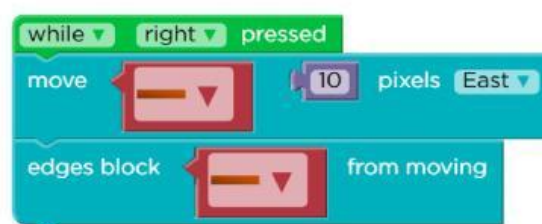
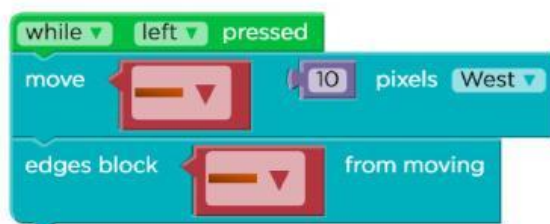


Let's create a game.

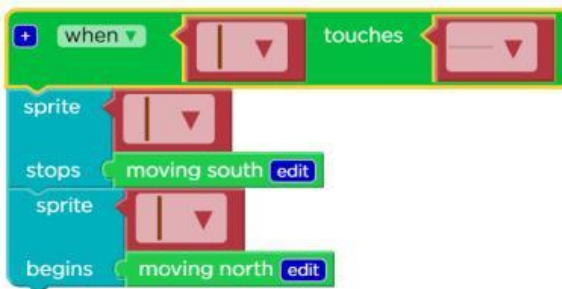
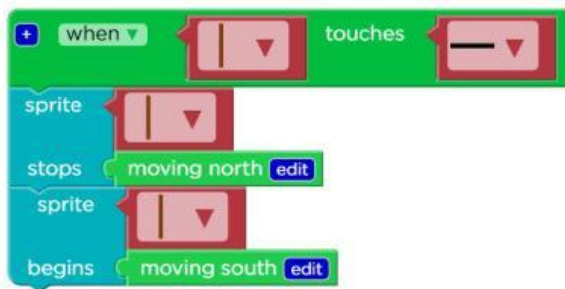
- ❖ All the background and sprites you need are provided in the function called Setup.



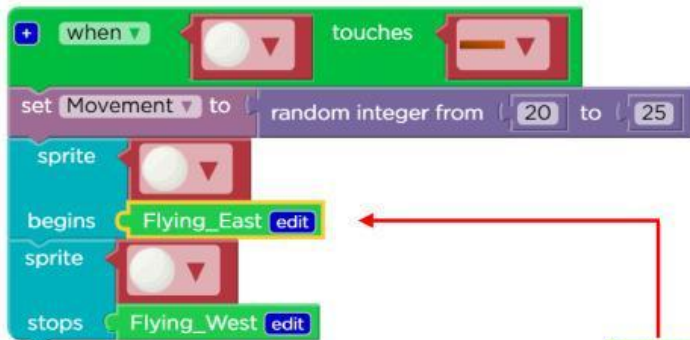
- ❖ The horizontal paddle should be set to move in the east and west directions using the left and right arrow keys. Use these blocks for that.



- ❖ 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.

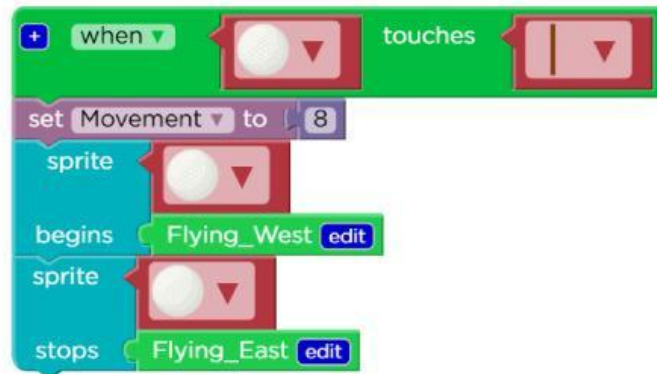
This changes the vertical height of the moving ball.



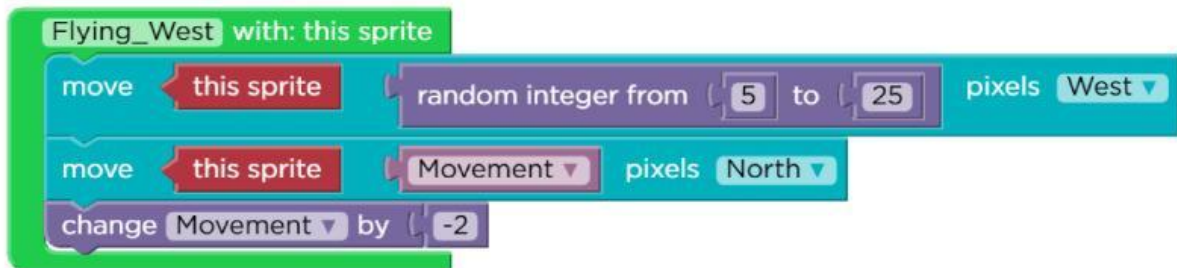
Because the movement variable is randomly generated, when the ball touches the horizontal paddle again, the trajectory of the projectile changes.

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

- ❖ When the ball touches the vertical paddle, the ball should move as a projectile. Use this block for that.



For the "Flying_West" Behavior,



"Flying_West" creates the trajectory after the ball touches the vertical paddle.



This block randomly generates the distance the ball must travel horizontally.

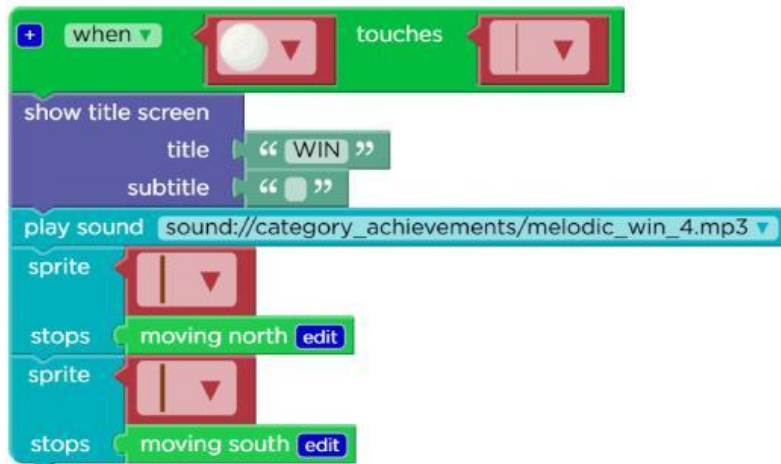
Therefore, the distance traveled after the ball touches the vertical paddle changes.

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



This changes the vertical height of the ball as it travels.

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



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

