Project 135

DP EDUCATION

Coding School

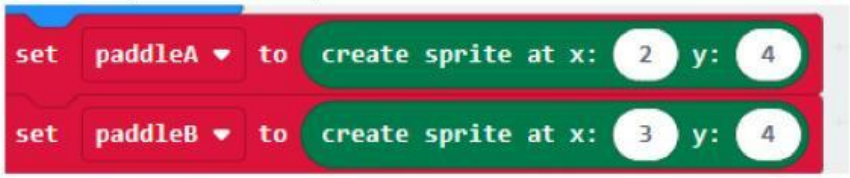
micro:bit

Start here

LIVEWORKSHEETS

❖ Click Variables and set variables as paddleA, paddleB, ball, directionY and directionX.

❖ Drag on start block and drag set paddleA and set paddleB into it.
❖ Drag a create sprite at block paddleA and paddleB in the game.
❖ Position paddleA and paddleB as follows.



❖ Drag a set ball block and drag a create sprite at block into it and set a random value from 0 to 4 for X value and 0 for Y.
❖ Set directionY and set directionX drag two blocks and set the values as below.
❖ Drag a pause (ms) block into it and leave it for 500ms.

❖ On button A pressed block එකක් drag කර ඒ තුළට if block එකක් drag කරගන්න.

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- Drag a block with the > sign into it.
- Assign paddleA x to its left and 0 to its right.
- Drag two paddleA change and paddleB change blocks and set their values as below.

- On button B pressed drag a block and drag an if block into it and set the values as below.
- Drag two paddleA change and paddleB change blocks into it.
- Set its values as below.

- The following events must be repeated continuously, so the forever block was used for that.

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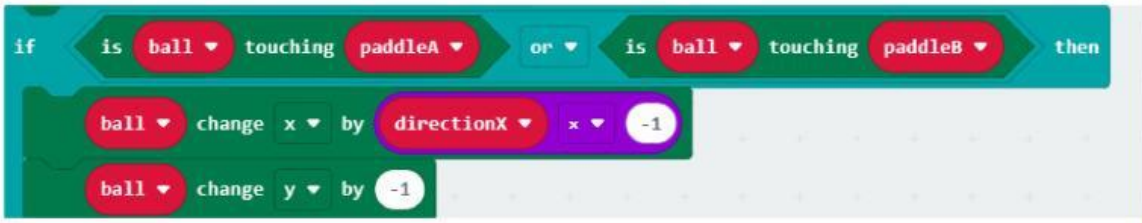
- Use the following code to change the X and Y movements of the ball sprite.

- Use an if else block to make the bouncing happen when the ball sprite hits paddleA or paddleB and what happens when the edge hits.
- Ball change X by drag the block and the ball should change from its current position, so give the following values for it.
- Drag Ball change Y by block and give -1 to it.



- At the same time, give a random value between -1 and 1 for set direction Y and -1 for set direction.
- And to increase the score by 1, drag a change score by block and give 1 as the value..

- In the else section, let's create what happens when the ball sprite collides with the edges.
- Drag an if else if block for the upper and lower edges.

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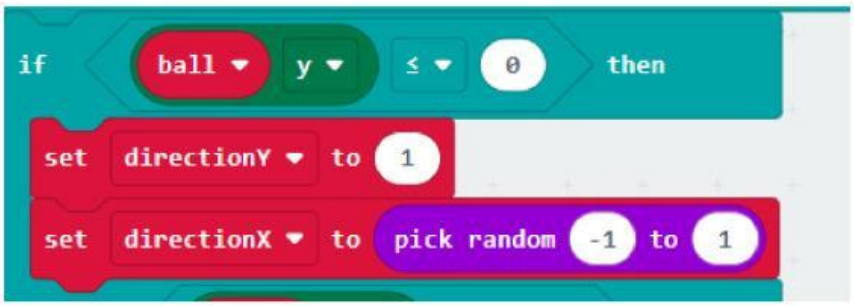
- In the If section, give ball Y <= 0 as Condition and set directionY as 1 and set directionX as a random value between -1 and 1.



- When the lower edge hits it, the game is over and in the else if section, give ball Y >= 4 as the Condition and apply a ball set blink value of 1.
- Apply block as below to pause for 2 seconds and show game over.

- Drag an if else if block to create what happens when the left edge hits it and the right edge hits it.
- In the If section, give ball X <= 0 as Condition and give value 1 for set directionX.

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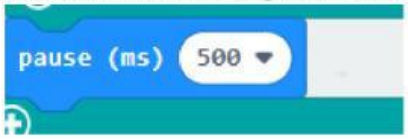
- For the else if section, give ball X >= 4 as Condition and set direction value -1

- Place the block inside the else part of the main if else block outside the if else if block to pause in 500ms.



- The complete forever code is as follows.

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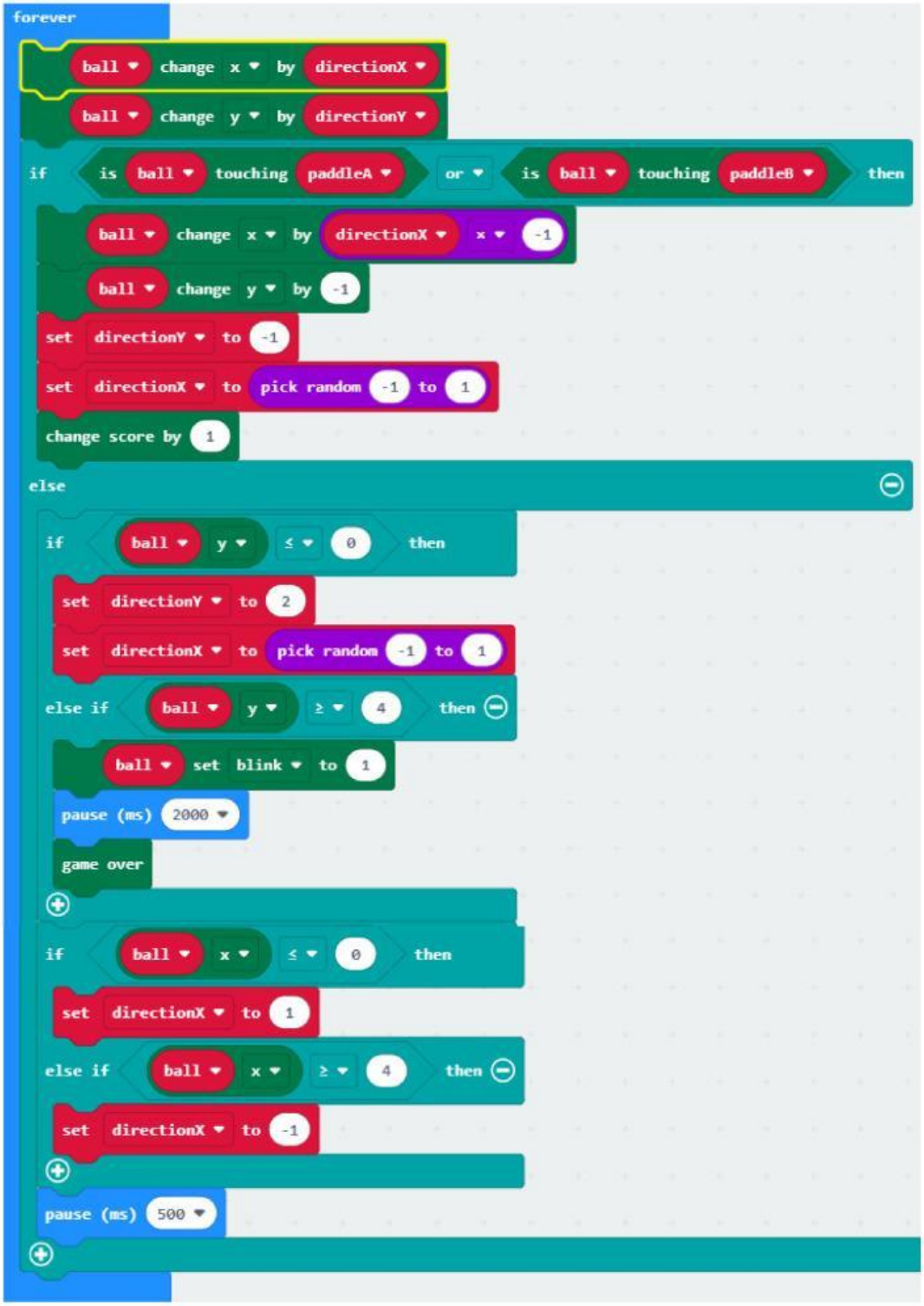

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