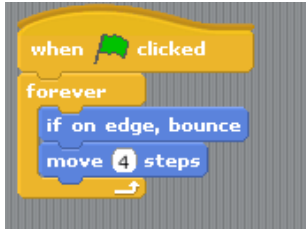


NAME \_\_\_\_\_

## SCRATCH – PONG GAME CHECKLIST

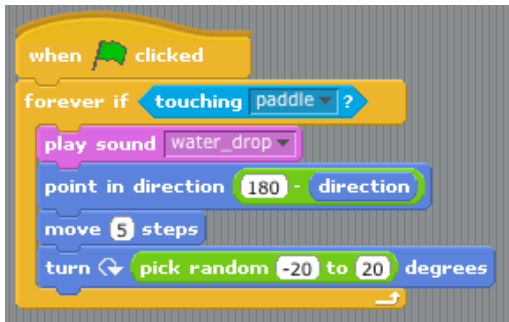
- \_\_\_\_\_ Start a new project
- \_\_\_\_\_ Delete the cat sprite with the scissors
- \_\_\_\_\_ Draw a red colored boundary on the stage background
- \_\_\_\_\_ Create and paint a ball sprite
- \_\_\_\_\_ Program the ball to move and bounce off walls and test



- \_\_\_\_\_ Create and paint a paddle sprite
- \_\_\_\_\_ Program the paddle sprite to follow the x position of the mouse



- \_\_\_\_\_ Program the ball to change directions when it hits the paddle



- \_\_\_\_\_ Program the ball to start and also to end the game if it hits the red.



- \_\_\_\_\_ Add a score by adding a variable. Increase by one whenever paddle hits the ball. Reset the score somewhere.

- \_\_\_\_\_ Add a "You Lose" screen by creating a new sprite. Hide sprite when green flag is clicked. Broadcast a Lose message when ball hits the red zone. When "You Lose" screen sprite gets this message, show the sprite.

- \_\_\_\_\_ Add a background