SCRATCH – PONG GAME CHECKLIST

NAME\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_ Start a new project

\_\_\_\_\_ Delete the cat sprite with the scissors

\_\_\_\_\_ Draw a red line on the bottom of the stage background. Hold down shift to make a straight line.

\_\_\_\_\_ Create and paint a ball sprite that is not red. Hold down shift to make a perfect circle.

\_\_\_\_\_ 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 when the green flag is checked 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 when the game starts.

\_\_\_\_\_ 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 line. When “You Lose” screen sprite gets this message, show the sprite.

\_\_\_\_\_ Add a background.