

## Intro to Programming Scratch #14b – Pong Part II

Objective: Add a start screen to Pong. Make a harder version of the game.

Note: You **must** finish Scratch #14a before you start this assignment.

1. Login to the Scratch website. Continue with your *first\_last\_scratch\_14* project.
2. Add a Start Screen:
  - a. Create a backdrop that has directions for playing the game. There are 3 levels. Levels 1 and 2 are timed. In level 3 you must break all the bricks. Moving the mouse left and right will move the paddle.
  - b. Add sprites for *Easy* and *Hard*. You've done this before.
  - c. Add variables EASY, HARD, and Difficulty Level. You know how to do this.
  - d. The game starts when the user clicks *Easy* or *Hard*.
  - e. The *Score* and *Time Left* variables are hidden on the Start Screen.
3. The *Score* and *Time Left* variables show up when the game starts.
4. Make a harder version of the game.
  - a. Add a costume to the paddle. In this new costume, the paddle is shorter than the paddle created in class. A shorter paddle makes it harder to hit the ball.
  - b. If the user selected the EASY game, use the longer paddle. If the user selected the HARD game, use the shorter paddle. This should be set up on level 1 and doesn't need to change for the remainder of the game.
  - c. For the harder version of the game, add 2 additional costumes to the *Brick*, and add 2 additional rows to Level 3. You only need to change the value of the first repeat.
5. Turn in your *first\_last\_scratch\_14.sb3* file to *missblomeyer.com* in the usual way.

# Pong

This game has 3 levels. You must pass all 3 levels to win. The first 2 levels are timed, and the last level is finished when all bricks are removed.

Use the mouse to move the paddle left and right.

EASY

HARD