Pong

The original 2 player computer game!
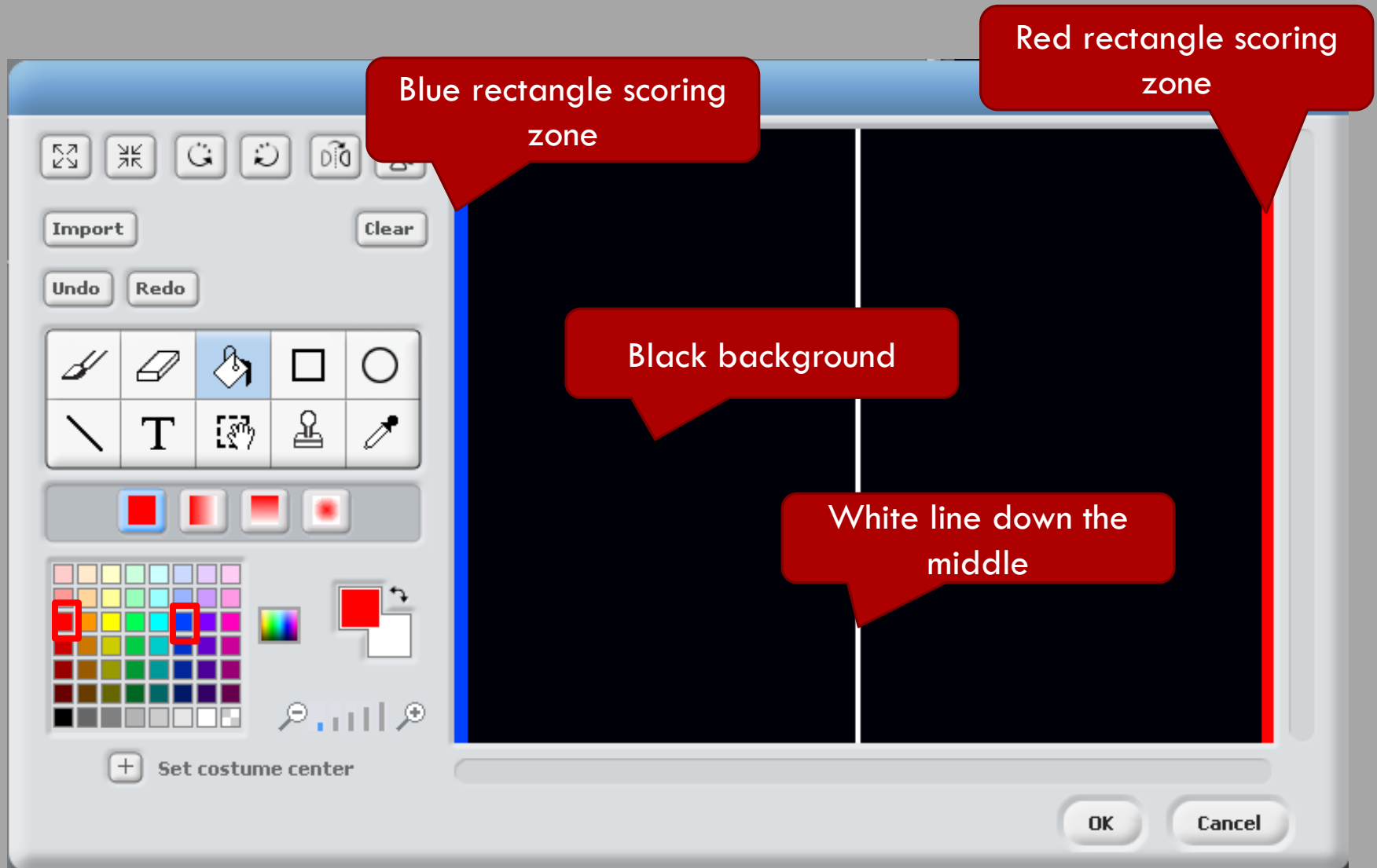
Pong

Stage

Blue rectangle scoring zone

Red rectangle scoring zone

Black background

White line down the middle

Make the paddles

- Draw a new sprite
- Small white rectangle
- Call is LeftPaddle
- Move to the left hand side

- In the script:
- When the green flag is pressed
- Check if a is pressed, if so move up the stage
- Check is z is pressed, if so move down the stage

- Duplicate the script, rename RightPaddle and make it move up by pressing on the up arrow and down with the down arrow!
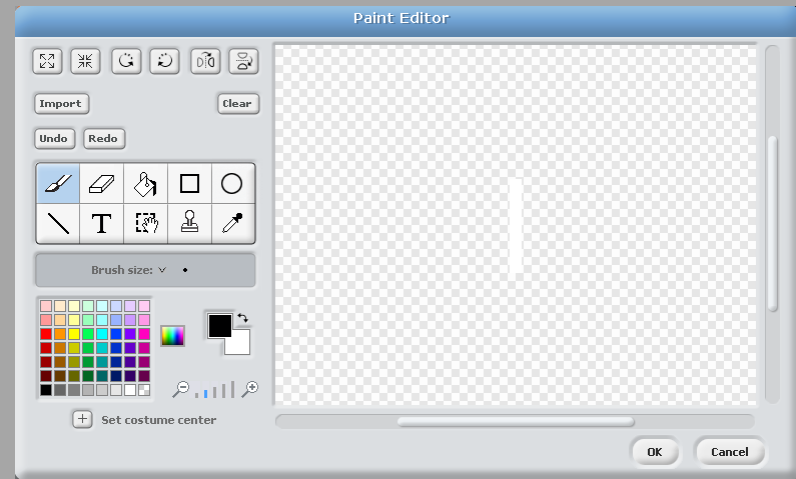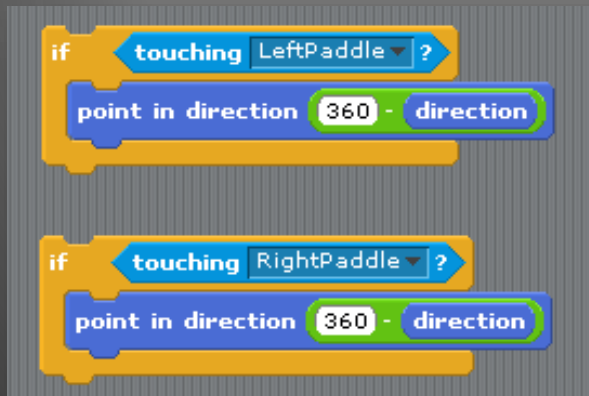
Add the ball

- Either draw a new ball sprite or select a ball and make really small

- Rename as Ball
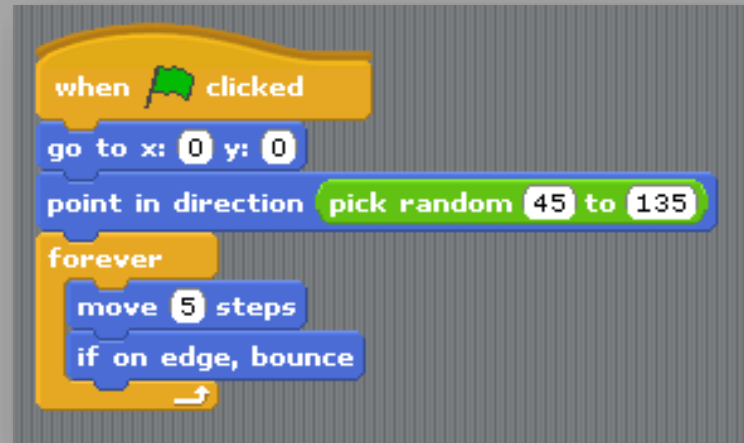
- When the flag is clicked

- Start from the centre

- Point in the direction of the right hand player (pick a random direction between 45 and 135 degrees)

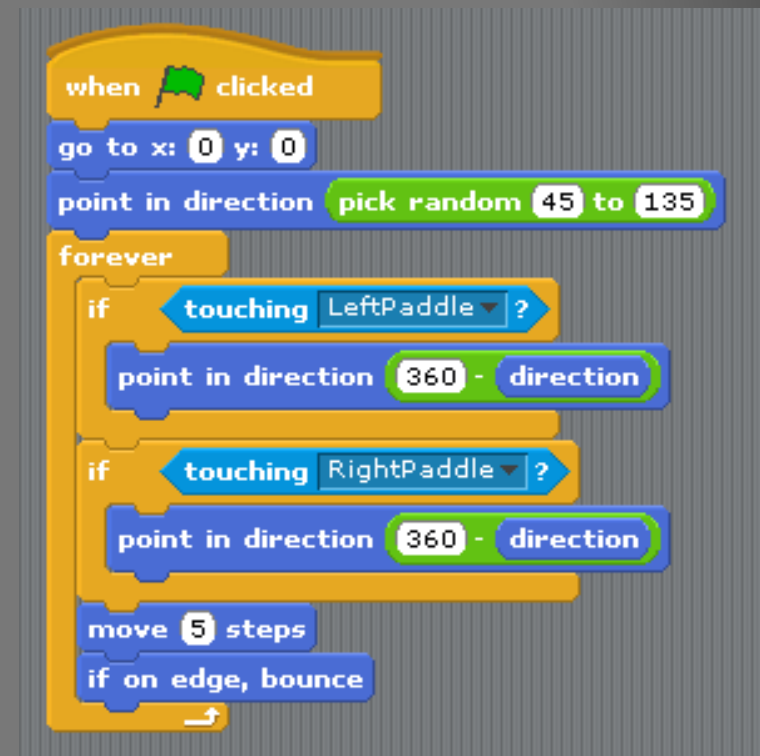- Forever move, bouncing off the edges

Setting up when the ball hits the paddles

- Set up the script block – in the Ball sprite
- If the ball hits the paddle, point in the opposite direction: 360 minus direction (repeat for both paddles – in the ball sprite)

- Move the blocks to the correct position at the start of the forever move block
- Then test!

Score board

- You will need to create scores for your game, using the red and blue score zones that you set up at the very start.

- Remember blue = player 1 and red = player 2.

- Create 2 variables to hold the scores: Player1 & Player2

- Move the display of the scores to either side of the stage

Keeping score

- On the Ball sprite
- Check if the ball touches the colour blue, if so increase Player2 by 1
- Check if the ball touches the colour red, if so increase Player1 by 1

To learn how to create a 2 player game - Pong

Keeping score

- Move the new script block to the forever block

- Make sure you set the score back to zero at the start

- Make sure you move back to the middle after a score
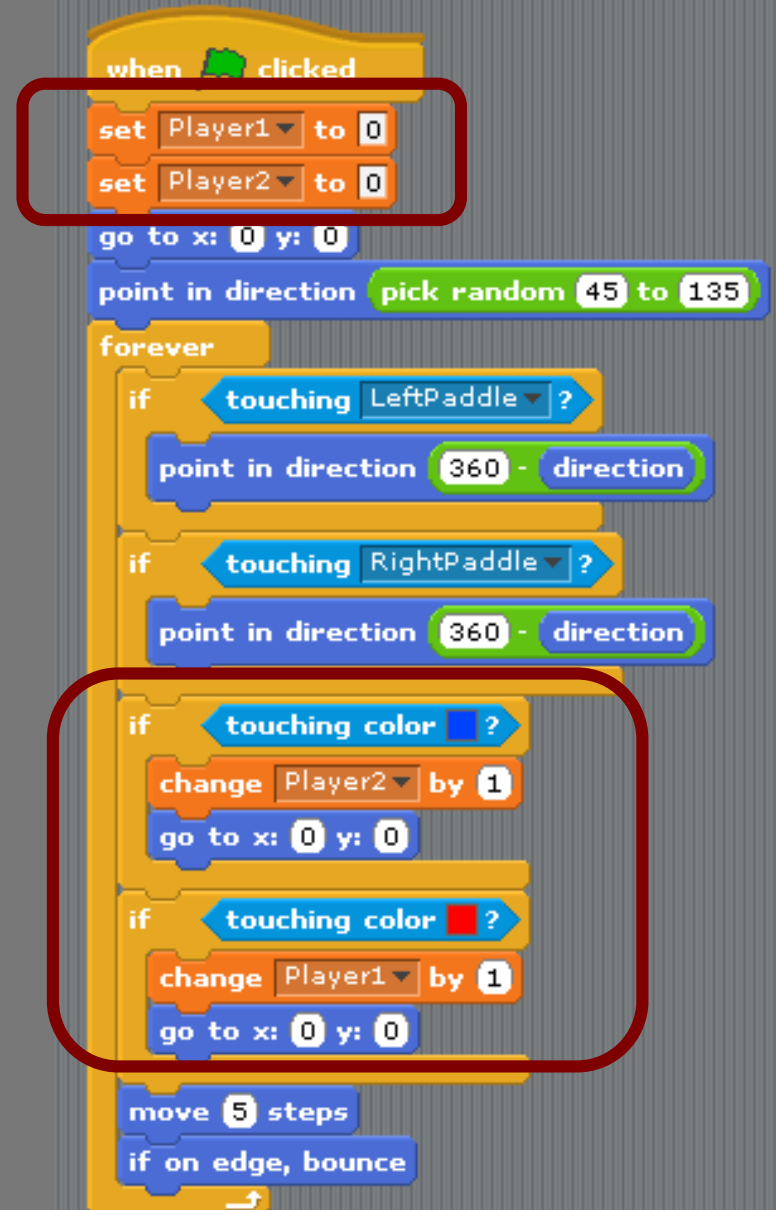
Improvements

- Add a pause before you start moving after a score
- Change the direction after a score, to go in the opposite (random) direction to the winner of the score (45-135 & 225-315)
- Add the sounds (beeep when you hit a paddle & peeeeep if you score)

Other suggestions

- Making the paddles shorter?
- Speeding up the ball every time it hits a paddle?
- Adding sounds for when player scores or hits paddle
- 4 players in the game?
- Changing the sprites to be more interesting?
- Making the score zone smaller, maybe add goal posts?
- First player up to 10, then show a congrats background depending on who won

Objectives   To think about how a game can be improved