Pong Game
Cards

Make a bouncing ball game with sounds, points, and other effects.
Bounce Around

Make a ball move around the Stage.

GET READY

Choose a backdrop.
- Neon tunnel

Choose a ball.
- Ball

ADD THIS CODE

- when [green flag clicked]
- go to x: 0 y: 160
- point in direction 45
- forever
- move 10 steps
- if on edge, bounce

TRY IT

Click the green flag to start.

TIP

point in direction 🔄 sets the direction of the ball.

-90 0 45
90 180
Move the Paddle

Control a paddle by moving your mouse pointer.

GET READY

Choose a paddle.

Drag the paddle to the bottom of the Stage.

ADD THIS CODE

when [green flag clicked]
forever
set x to [mouse x]

Insert the mouse x block in the set x to block.

TRY IT

Click the green flag to start.

Move your mouse pointer to move the paddle.

TIP

[mouse x] changes as you move the mouse pointer across the Stage.
Bounce Off the Paddle

Make the ball bounce off the paddle.

GET READY

Click to select the Ball sprite.

ADD THIS CODE

Choose the Paddle sprite from the menu.

TRY IT

Click the green flag to start.

TIP

Insert a pick random block to make the ball bounce in different directions.
Game Over

Stop the game if the ball hits the red line.

GET READY

Click to select the Stage.

Then, click the Backdrops tab.

Choose the Line tool and pick the color red.

Draw a line at the bottom. (To make a straight line, hold down the Shift key while drawing.)

ADD THIS CODE

Click to select Ball.

Click the Scripts tab.

To pick the color, click this square and then click the red line on the Stage.

TRY IT

Click the green flag to start.
Score Points

Add a point each time you hit the ball with the paddle.

GET READY

Choose Data.

Make a Variable

Make a List

Click the Make a Variable button.

Name this variable score and then click OK.

ADD THIS CODE

when [flag] clicked

forever

if [touching] Paddle "?" then

change [score] by 1

turn [180] degrees

move [19] steps

wait [0.5] secs

Add this block.

TIP

Use a set [score] to 0 block to reset the score when you click the green flag.

Pong Game

scratch.mit.edu/pong
Win the Game
scratch.mit.edu/pong

GET READY

Click the paintbrush to draw a new sprite.

New sprite: 🖌️ / 🎨

Use the Text tool to write a message, like “You won!”

You won!

You can change the font color, size, and style.

Click the Convert to vector button.

ADD THIS CODE

Click the Scripts tab.

when green flag clicked
hide
wait until score > 5
show
stop all

Insert the score block.

TRY IT

Click the green flag to start.

Play until you score enough points to win!

Pong Game