



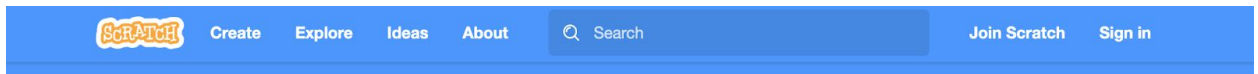
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Creating a Pong Game in Scratch

Step 1: Log into your Scratch accounts -

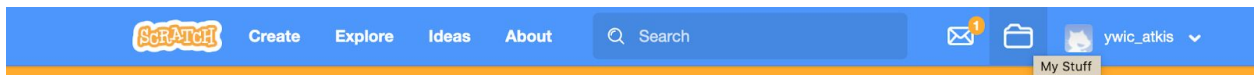
1. Go to <https://scratch.mit.edu>.



2. Click on "Sign in" on the top header-menu.
3. Enter your username and password.

Step 2: Create a new Project or Open an existing Project -

- *Create a New Project*
 - a. Click on "Create" on the top header-menu



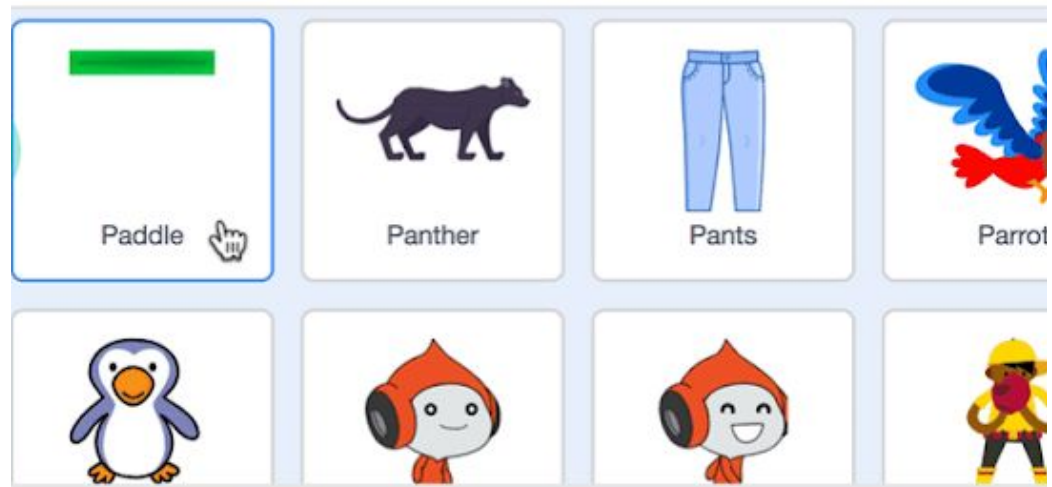
- b. The scratch window should appear. You can rename your file on the top.
- *Open an existing project*
 - a. Click on the briefcase icon right next to your username.



- b. You should be able to see the following screen. Select the project you wish to open.

- Click on the paddle sprite. You can see it either by scrolling down or by typing the world “Paddle” into the search bar on the top of the screen.

Add a Paddle



a.

- Drag the paddle to the bottom of the screen.

Step 8: Move the Paddle

- Make sure that the paddle sprite is clicked, and that there is a blue border around the high school sprite on the bottom right of the screen.
- Once the paddle sprite is selected, add the following code to the center of the screen:



a.

- Press the green flag button. When you move your mouse the paddle should move with it.

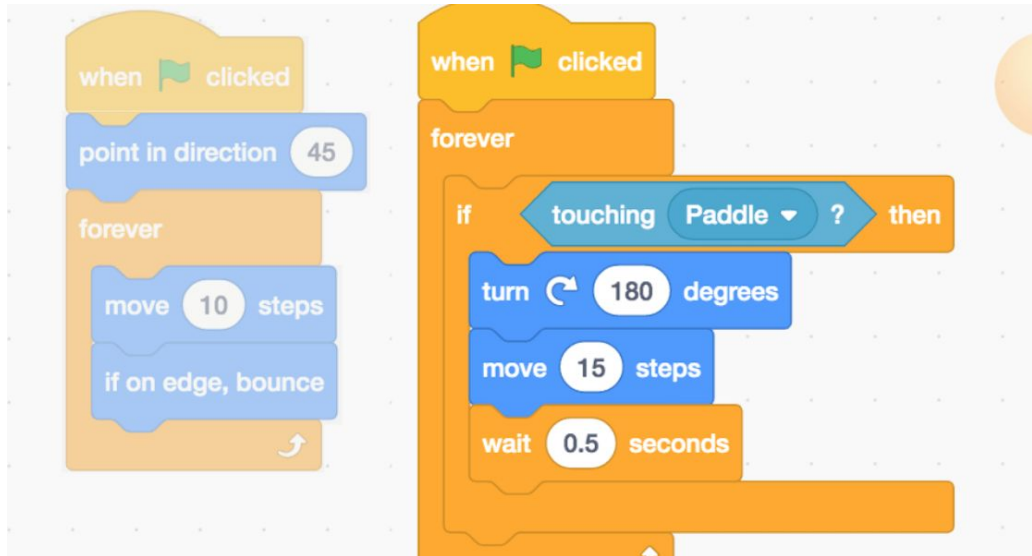
Step 9: Make the Ball Bounce Off the Paddle

- Select the ball sprite again, making sure that there is a blue border around the sprite on the bottom right of the screen.



a.

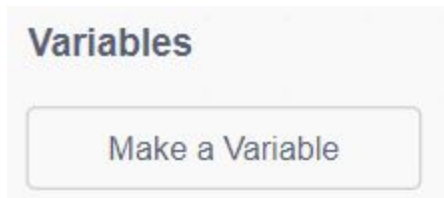
- Add the following code to the center of the screen, next to the blocks of code that are already there.



a.

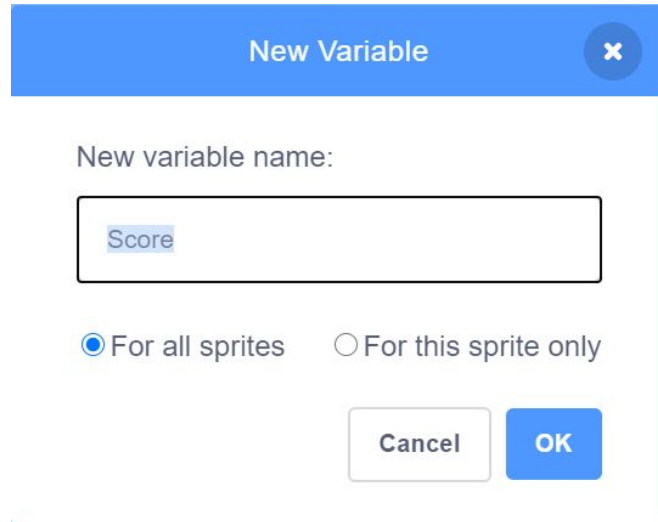
Step 10: (Optional) Add a Score

- Create a new variable name called score by clicking “Make a Variable” in the Variables section.



a.

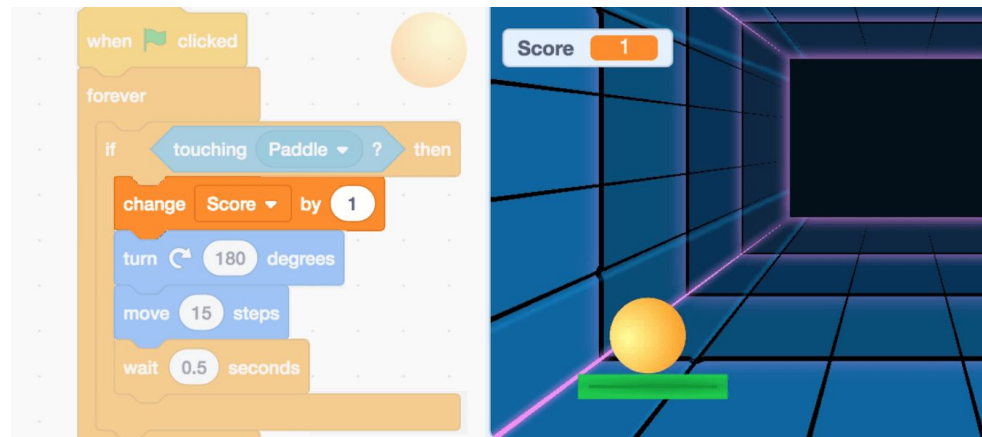
- Call your new variable “Score” and press Okay



a. 

Step 11: (Optional) Update the Score

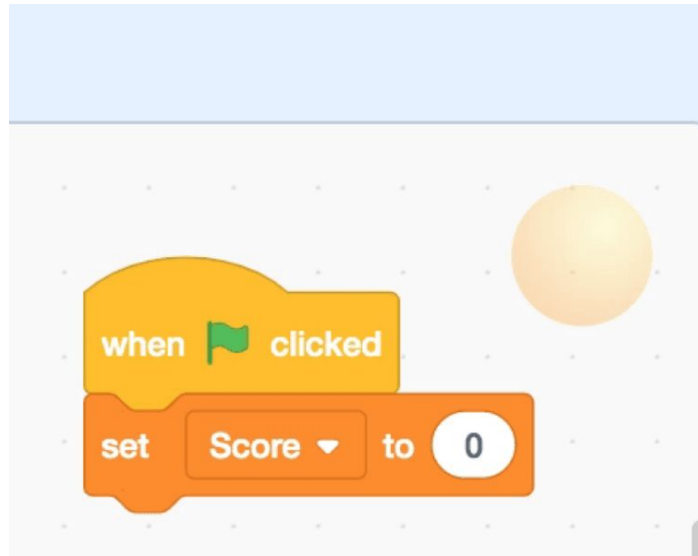
- Make sure your ball sprite is selected and insert the following block into your existing code.



a.

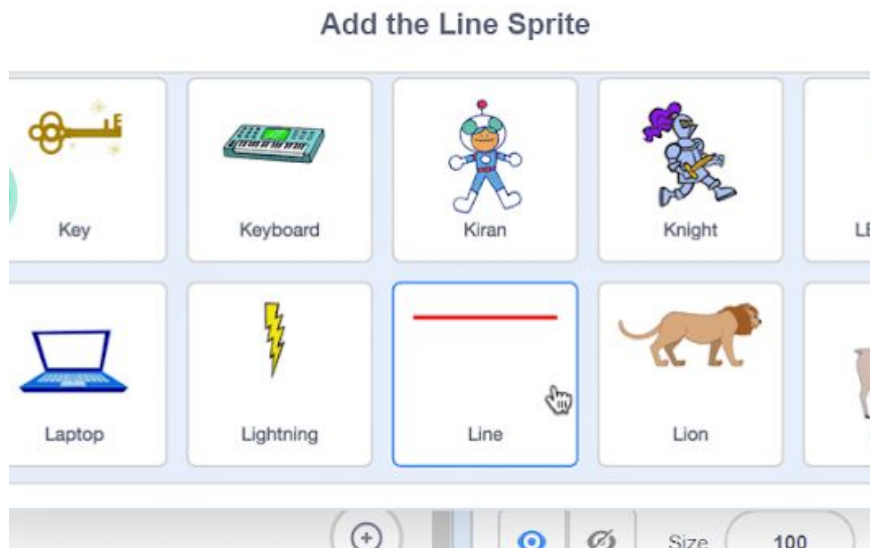
Step 12: (Optional) Reset the Score

- Add the following code to any of your sprites:



Step 13: (Optional) Add a Line Sprite

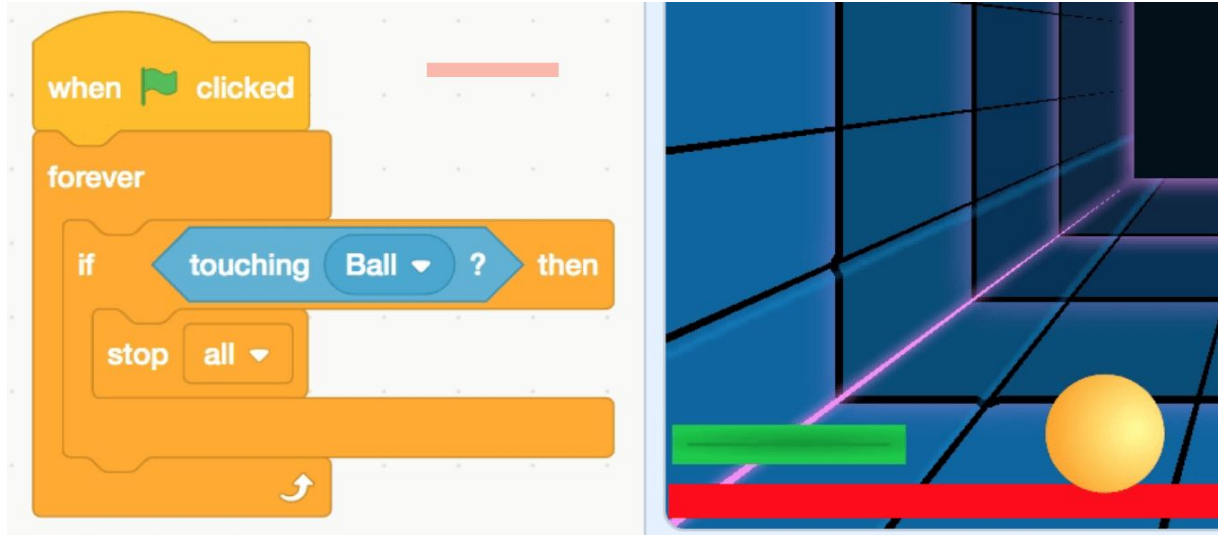
- We can add a line sprite to end the game whenever the ball falls past the paddle.
- Hover your mouse over the blue circle button in the bottom right corner with a cat and a plus sign. Move your mouse up to click on the magnifying glass.
- Click on the line sprite. You can see it either by scrolling down or by typing the word "Line" into the search bar on the top of the screen.



- Drag the line to the bottom of the screen, below the paddle.

Step 14: (Optional) Make a Game Over

- Make sure the line sprite is selected and add the following code.



a.

Your game is now ready to play!