

Ping Pong Ball Game - Scratch Project

Introduction

This project is a simple Ping Pong Ball game created using Scratch. It includes a Ball sprite, Paddle sprite, and Score system. The ball moves continuously and bounces on edges. The player controls the paddle to hit the ball.

Sprites Used

1. Ball Sprite – Moves and bounces.
2. Paddle Sprite – Controlled by player.
3. Line Sprite – Bottom boundary.
4. Stage – Background design.

Ball Script Explanation

When Green Flag Clicked: Set starting position and direction (45 degrees). Inside forever loop: If on edge bounce and move 10 steps continuously.

Paddle Interaction Logic

If Ball touches Paddle: Change score by 1. Reverse direction using (180 - direction). Move slightly and wait 0.5 seconds.

Score System

Create a variable called Score. Set Score to 0 at start. Increase score when ball hits paddle. Score is displayed on screen.

Learning Outcomes

Using Motion blocks, Control blocks (Forever, If), Variables, Collision detection, and Basic game logic design.

