Scratch Assignment

Pong

Using the Pong example that we made in class, you are going to create a new Pong game of your own.

1. **Paddle and Ball:** Your game needs to have a paddle and a ball that you have imported. Search Google images for examples to use.
2. **Arrow keys or mouse:** You may use either the arrow keys or the mouse to move the paddle, but it must stay along either the x or y axis.
3. **Ball:** The ball must move freely and randomly about the screen, bounce off the edges and there be a penalty if it is not hit by the paddle.
4. **Score:** You must have a working scoreboard. You must set a reward when a preset score is reached. Please make it obtainable.
5. **Directions:** Clear but not complicated directions must be present, either by a Sprite or using notes.
6. **Reset:** Your pong game must reset itself whenever the green flag is clicked. That means paddle and ball must start in the same place and score must start at 0.
7. **Ending:** The game needs some sort of ending. It can either be when a preset score is reached or when the ball is not hit by the paddle.

**When you are done:**

Upload your game to Scratch to the appropriate gallery and pass in the rubric.

**Scripts:** Highlight the scripts used to make the scoreboard work and reset, the entire ball and paddle reset, the paddle moving along the x or y axis, and either the arrow keys or using the mouse to move the paddle.

Be as creative as you like but remember the requirements. Refer to the rubric.

**Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**Scratch Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Project name**  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Pong**

**SCRATCH RUBRIC**

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| --- | --- | --- | --- |
| **Category** | **0** | **1** | **2** |
| **Project** **Design****Directions**  | Does not provide a way for other people to interact with program or contains spelling and punctuation errors. | Includes a way for user to interact with program using either the project notes or a sprite but instructions could be clearer or contains spelling and punctuation errors.. | Includes a way for user to interact with the program and clear instructions using either the project notes or a sprite. |
| **Project** **Design****Sprites** | Paddle and ball are inappropriate to the game and/or have not been imported and/or taken from Scratch. No paddle or ball. | Paddle and ball are appropriate to the game but have not been imported. Taken from Scratch or drawn. | Paddle and ball are appropriate to the game and have been imported, not drawn or taken from Scratch. |
| **Project** **Design****Paddle movement** | Did not use either the arrow keys or the mouse to move the paddle and did not stay along either axis. | Used either the arrow keys or the mouse to move the paddle but did not stay along either the x or y axis. | Used either the arrow keys or the mouse to move the paddle and stayed along either the x or y axis. |
| **Project****Design****Ball** | The ball does not move. | The ball does not move freely and/or randomly about the screen, and/or does not bounce off the edges and/or there is not a penalty if it is not hit by the paddle | The ball moves freely and randomly about the screen, bounces off the edges and there is a penalty if it is not hit by the paddle |
| **Project****Design****Score** | No scoreboard.No reward. | Scoreboard present but does not work correctly and/or no reward. | Correctly working scoreboard with rewards. |
| **Project****Design****Reset** | No reset. | When the green flag is clicked either the score resets, or the paddle and ball reset, but not both or does not reset correctly. | When the green flag is clicked score resets, paddle and ball reset correctly each time the game is started. |
| **Project****Design****Ending** | No ending. | The game does not have an appropriate ending and/or all action does not stop. | The game has an appropriate ending. All action stops. |
| **Documentation** | No printouts of scripts, sprites or backgrounds are passed in with the rubric. | Printouts of scripts and sprites and backgrounds are not complete, not labeled correctly but are passed in.Nothing highlighted. | Printouts of scripts and sprites and backgrounds are complete, labeled correctly and passed in.Specified text /scripts are highlighted |
| **TOTAL** |  |  |  |