

Boolean Girl Full STEM Ahead Episode 10: Scratch Game Building

Before we begin, Open Scratch



On a Boolean Box



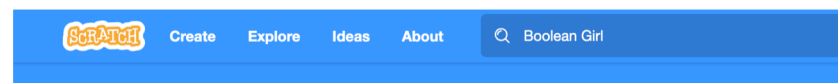
1. Look for the folder "Scratch Courses Boolean Girl"
2. Double click to open it
3. Open the folder 5 – Games
4. Double click on 3-Pong1.sb



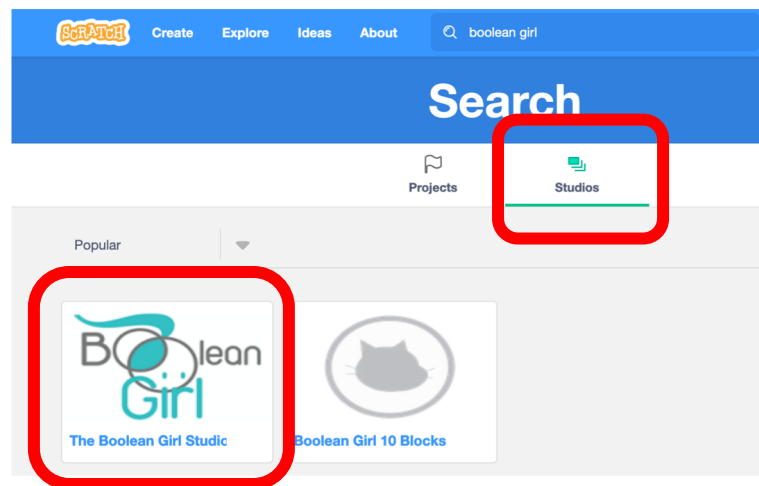
On the web: bit.ly/39AygRD

OR

1. On the web go to: <https://scratch.mit.edu/>



3. Open the Boolean Girl Studio

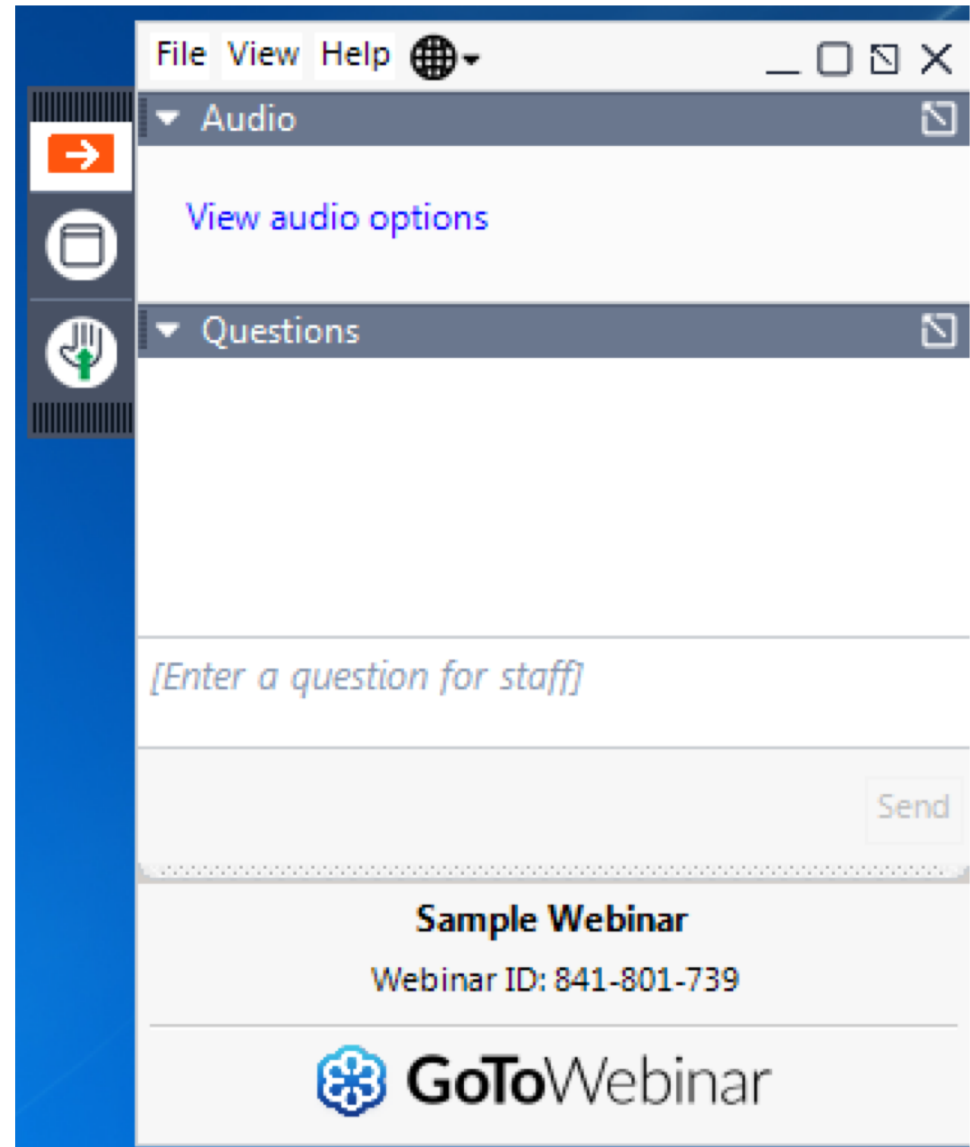


4. Open Boolean Girl Pong1

Raise Hand



Ask Question



1) Create 3 backgrounds



2) Add a Start Button Sprite



3) Update other Sprites



Paddle

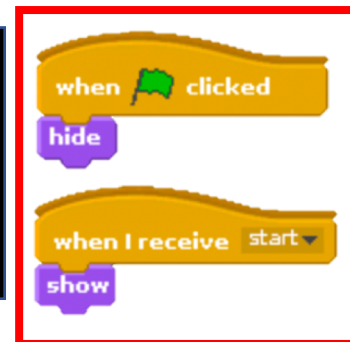
Use When Green Flag Clicked to Hide



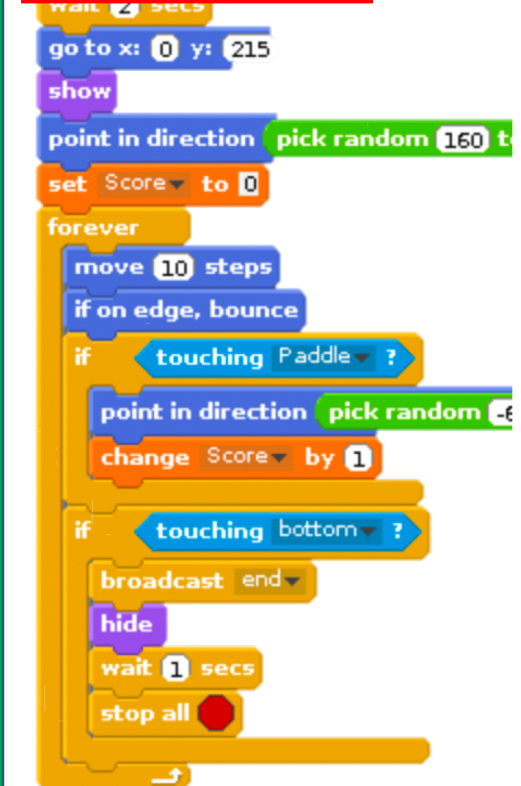
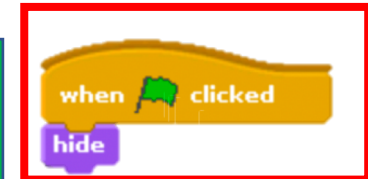
Add When I Receive to start the game



Bottom



Ball



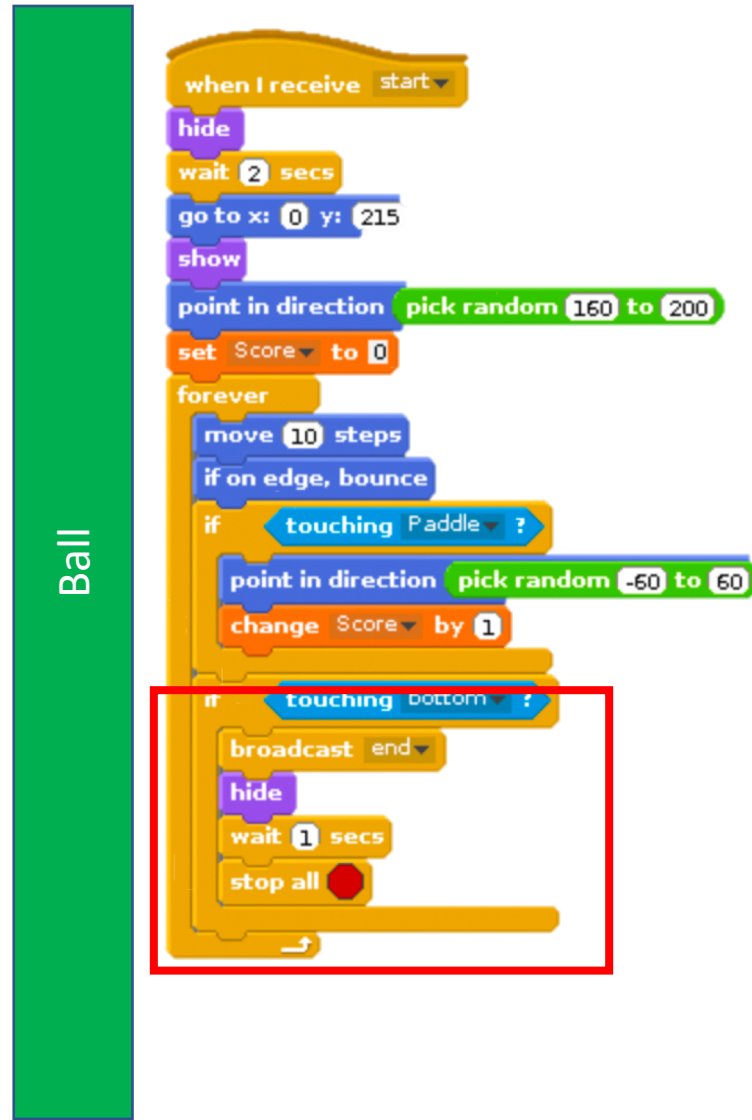
1) Add End Background



2) Add end code to the Start Button Sprite



3) Update the Ball Sprite



Most games begin with a "Press Start" Screen

In this example the player must click a button to start the game. Simple instructions are provided. You can also provide other details like history, high scores, or different difficulties.



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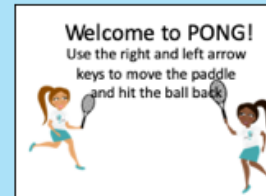
HOW TO ... Start a game

Start

Add sprites and backgrounds

Starter Code Samples

Create a background



when green flag clicked

switch to background background1

when I receive start

switch to background background2

Add a Start Button Sprite



when green flag clicked

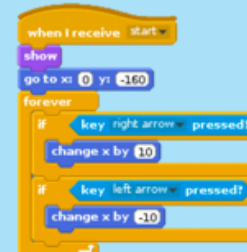
show

when Sprite1 clicked

broadcast start

Update the rest of the game

On each Sprite, replace **When Green Flag Clicked** with **When I receive Start**



Use **When Green Flag Clicked** to hide the sprite



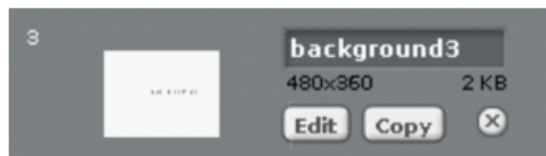
Try it

Click the green flag to start



Tell the play when the game is over.
Ask if they want to play again.

With a new background and a few code changes you can add a better ending to a game.



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HOW TO ... End a Game

Start

Add one new background

Starter Code Samples

1) When the game ends, switch the background:

```
when I receive end
switch to background background3
```

2) Update other Sprites as needed.



```
when I receive end
show
```

3) Update the end of game conditions to Broadcast the END!

```
when I receive start
hide
wait 2 secs
go to x: 0 y: 215
show
point in direction pick random 160 to 200
set Score to 0
forever
  move 10 steps
  if on edge, bounce
  if touching Paddle
    point in direction pick random -60 to 60
    change Score by 1
  if touching bottom
    broadcast end
    hide
    wait 1 secs
    stop all
```

A wait might be needed to give the code time to run.

Try it

Click the green flag to start



Resources

- Online version of the project is: bit.ly/39AyqRD
- Replay, sample code and handouts will be at:
<https://booleangirl.org/full-stem-ahead/past/>

Challenges

- Update your own game adding some features from today.
- Search Scratch for inspiration for a new game.



<https://booleangirl.org>

Welcome to PONG!

Use the right and left arrow
keys to move the paddle
and hit the ball back

