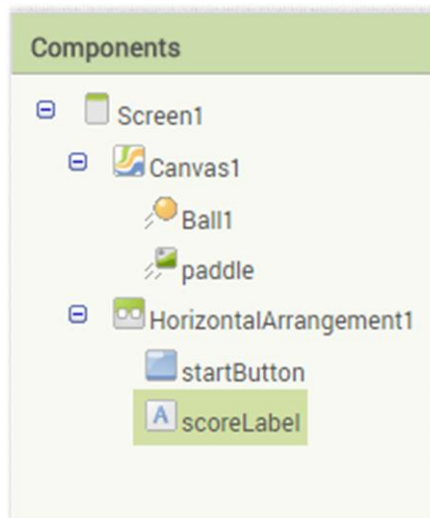
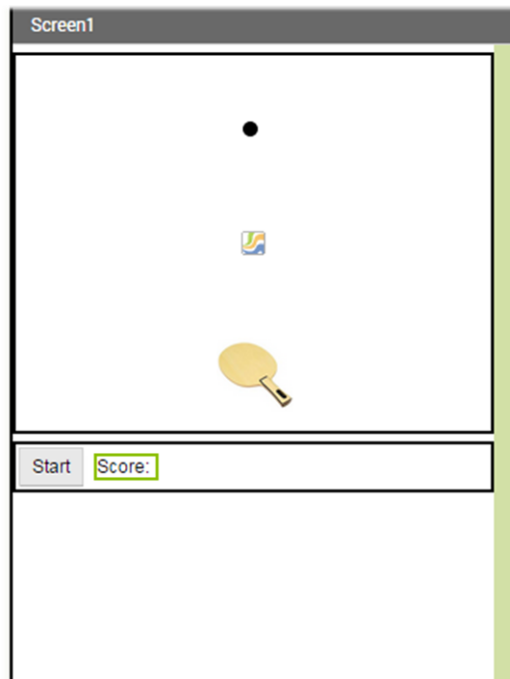


Create Pong using App Inventor

1. Create the following on the Screen:



You can upload any appropriate picture for the paddle.



2. Add the following blocks of code:

```
when startButton .Click
do
  set Ball1 . Enabled to true
  set Ball1 . Heading to random integer from 255 to 315
  set Ball1 . Speed to 5
  set Ball1 . Interval to 10
  set global score to 0
```

When you click on the start button you want the ball to start moving in a random direction.

- Ball1.Enabled – allows the ball to move.
- Ball1.Heading – moves the ball in a certain direction by a certain number of degrees.
- Ball1.Speed – sets the speed of the ball.
- Ball1.Interval – refreshes the ball every 10 milliseconds

```
when paddle .Dragged
do
  set paddle . X to get currentX
```

This allows the user to drag the paddle along the x-axis only. It will not move up and down the x-axis.

```
when Ball1 .EdgeReached
  edge
  do
    if (get edge = -1)
      then
        set scoreLabel . Text to "Game Over"
        set Ball1 . Enabled to false
      else
        call Ball1 . Bounce
          edge (get edge)
```

The above block of code checks if the ball has hit the bottom edge of the screen. If it has then it will stop the ball and display game over on the label component. Otherwise, the ball will keep bouncing.

```
when Ball1 .CollidedWith
  other
  do
    set Ball1 . Heading to random integer from 160 to 20
    set global score to (get global score + 1)
    set scoreLabel . Text to get global score
```

When the ball collides with the paddle it will bounce back up the screen at a random angle. Also, it will add one to the global variable score and update the display.

```
initialize global score to 0
```

Initialises the score variable to 0 at the start of every game.

Challenge(s):

- Add a button that will stop the current game.
- Make the ball move faster after a certain score (Hint: create a variable called speed).