

FATHER'S DAY FUN ON THE LAWN IN THE SUN



Story: Would you like to make a fun Father's day game? While it's bright and sunny for a nice game of tennis outside, why not play it at home too? Especially when you are waiting on your favorite meal at the restaurant on Father's day, you can have fun playing tennis with Daddy on his phone!!!

Learning Goals - Learn Math, Reading, Logic and Programming

Scratch Functions used here - Motions, Controls Loops, Events, Operators, Variables, and Sound & Looks.

Key Game components mastered

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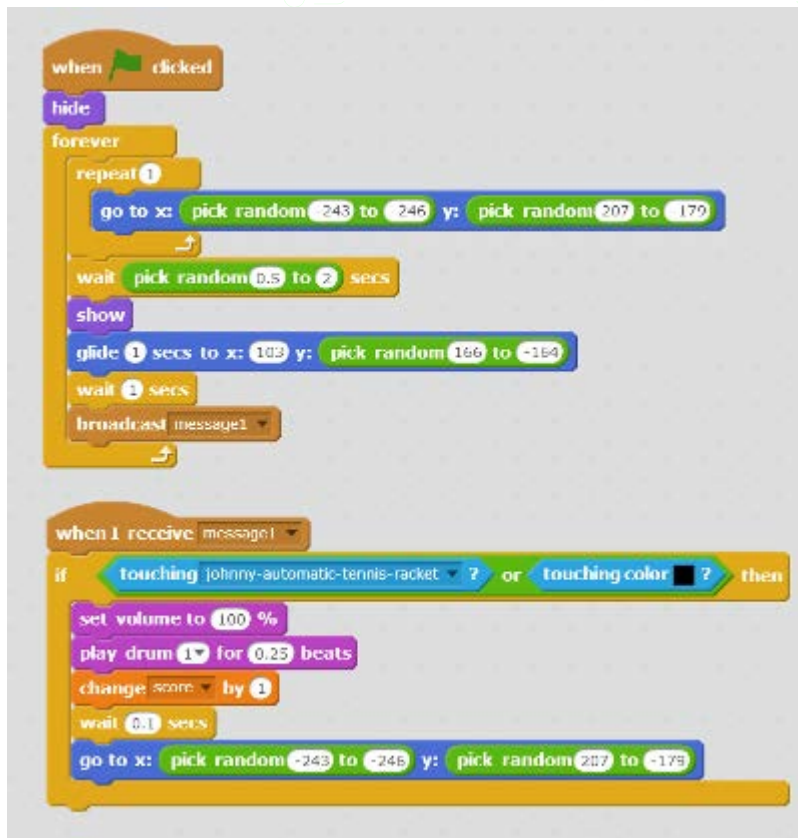
- Learn to create a chase game. Bat chases the ball.
- Keep score of balls hit
- Create communication. Send /Receive Messages to fulfill an action
- Create Animation for ball to bounce and bat to hit it.
- Use conditions and loops to make the ball appear and disappear

Login into <https://scratch.mit.edu/> or download the offline version from <https://scratch.mit.edu/scratch2download/>

Backdrop - Choose backdrop 'Playing- field' from Scratch Library

Code for Ball

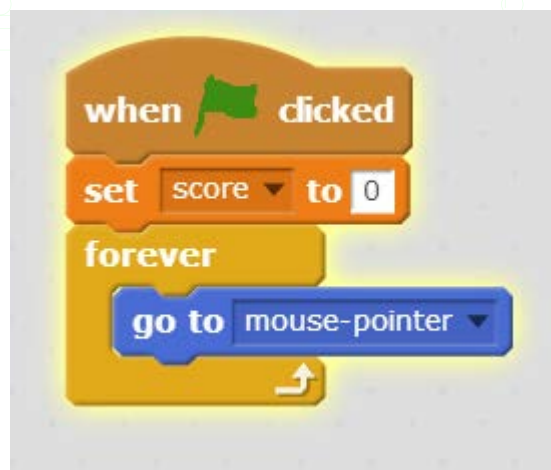




When this flag is clicked, hide the ball. Repeat forever till the stop button is pressed. Create a random position for the X axis to be on the left side of the screen using x values -243 to -246. Use random Y values 207—179 to go up and down. Wait for a few seconds, and then show the ball again. This time make the ball glide to pretend that is moving on the field. Use random Y values so the ball moves up and down to show a bouncing action! Wait one second then create a communication (message). When the message is received execute an IF then loop. If the ball is touching the tennis racket sprite or if it is touching the color black on the tennis racket, then execute the code - create a sound like a ball hitting the bat by dragging out the block drum beat 1 for $\frac{1}{4}$ beats. Keep the volume to be at 100%.

Create a variable called Score to count the number of times the bat hits the ball. Increase the score by 1 every time the ball touches the bat. Do this by using change score by 1 block from the 'Data' function in Scratch.

CODE FOR BAT



The bat sprite is from www.clipart.org. When the flag is clicked, set the score variable to 0. Forever, till the stop button is pressed, let the bat sprite follow the mouse pointer.

Piggo created this code for his daddy on his own and is very excited to share it with all of you! In the true spirit of coding, go use it to have fun and modify it to make it your own. Share with everyone, coding is a lot of fun!!!