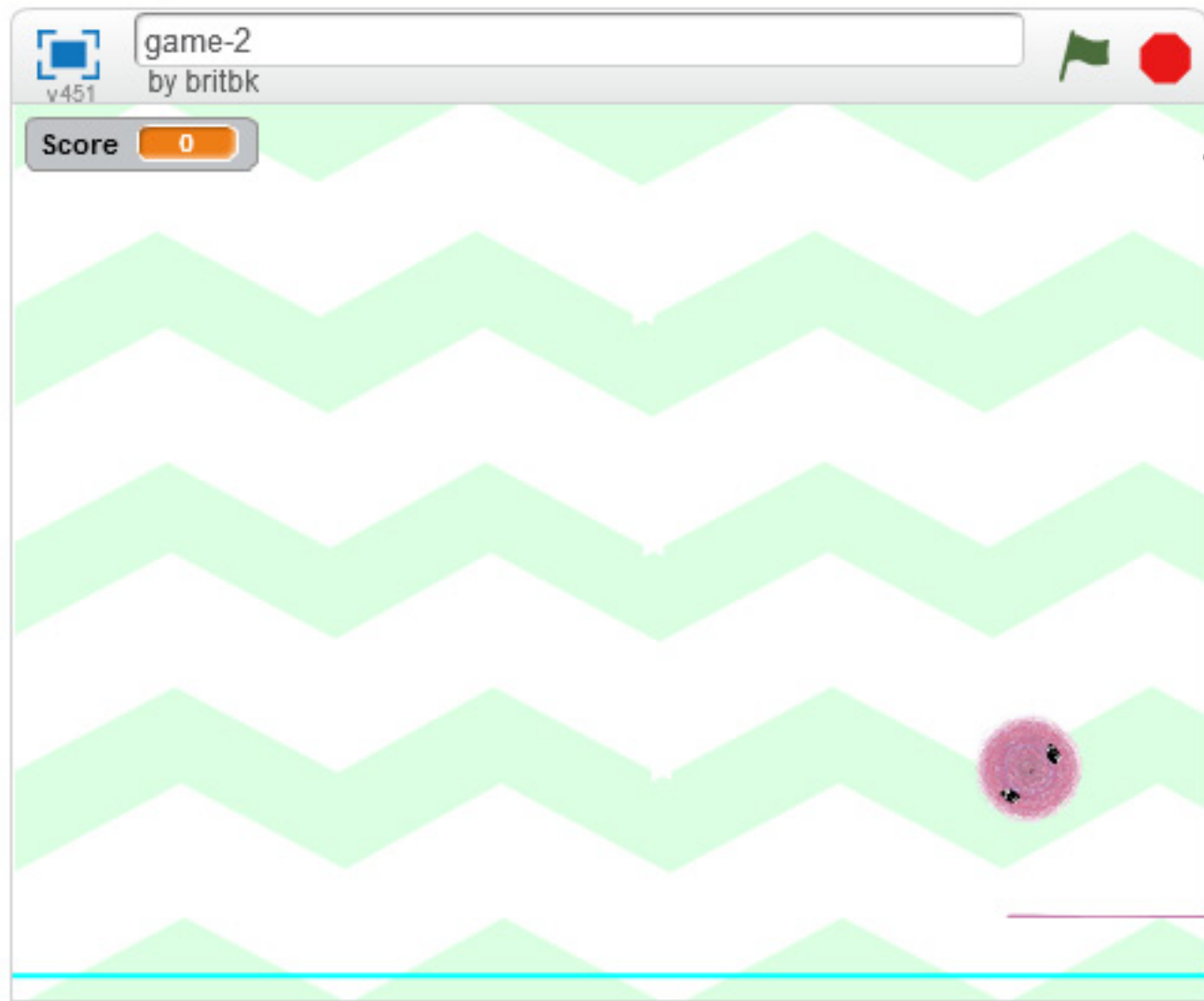


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x: 240 y: -180

**Sprites** New sprite: [Icons]

- Stage 3 backdrops
- pong (selected)
- paddle
- ground

New backdrop: [Icons]

**Scripts** | **Costumes** | **Sounds**

- Motion**
  - move 10 steps
  - turn 15 degrees
  - turn 15 degrees
  - point in direction 90
  - point towards mouse-pointer
  - go to x: 170 y: -85
  - go to mouse-pointer
  - glide 1 secs to x: 170 y: -85
  - change x by 10
  - set x to 0
  - change y by 10
  - set y to 0
  - if on edge, bounce
  - set rotation style left-right
  - x position
  - y position
  - direction
- Events**
- Control**
- Sensing**
- Operators**
- More Blocks**

**Remix** | **See project page**

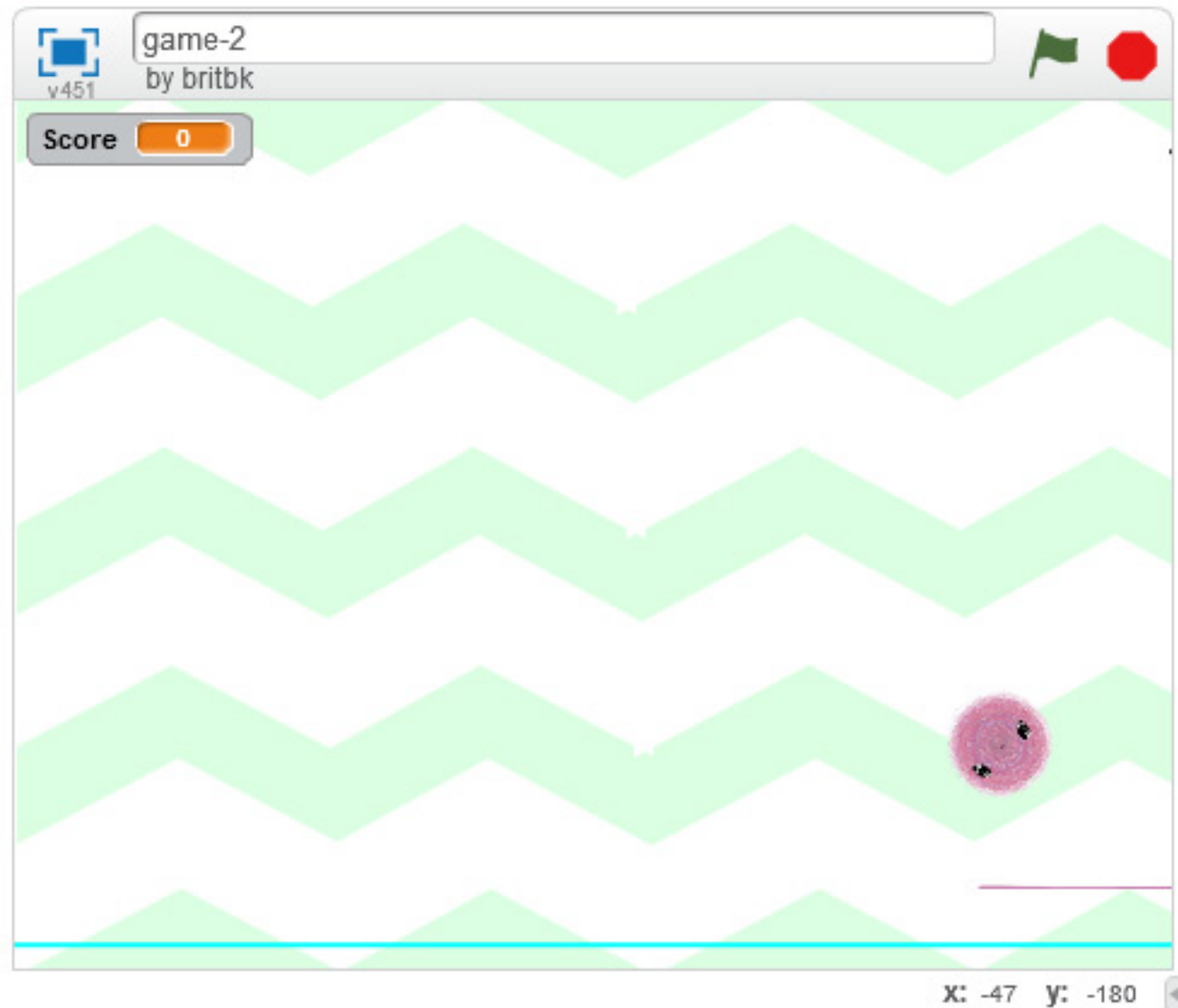
```

when green flag clicked
  go to x: 0 y: 160
  point in direction 45
  forever loop
    move 15 steps
    if on edge, bounce

when green flag clicked
  set Score to 0
  forever loop
    if touching paddle? then
      turn pick random 170 to 190 degrees
      move 15 steps
      wait 0.5 secs
      change Score by 1
  
```

Coordinates: x: 169, y: -85

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**Sprites** New sprite: [Icons]

- Stage (3 backdrops)
- pong
- paddle
- ground

New backdrop: [Icons]

**Scripts** | **Costumes** | **Sounds**

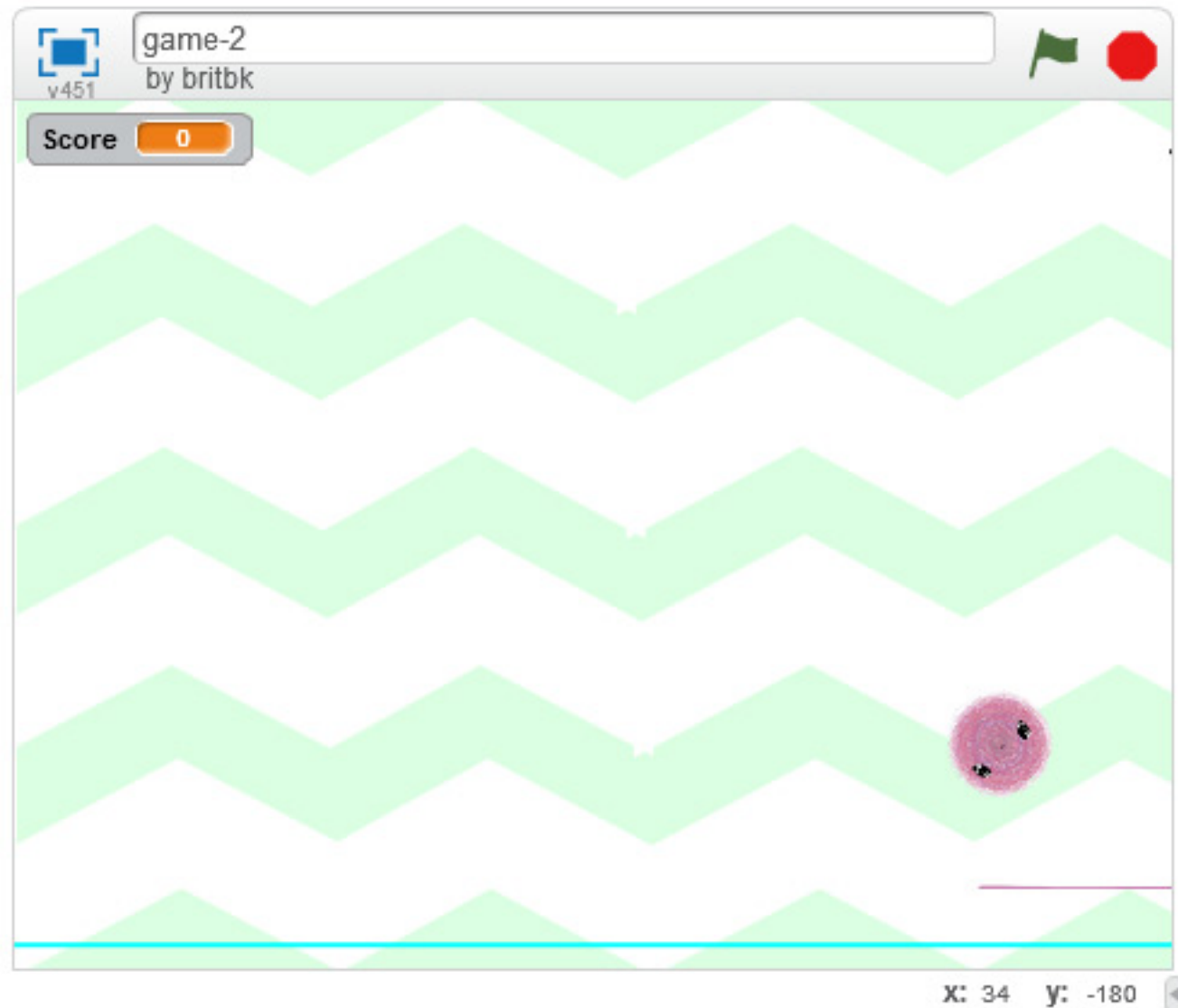
- Motion**
  - move 10 steps
  - turn 15 degrees
  - turn 15 degrees
  - point in direction 90
  - point towards mouse-pointer
  - go to x: 214 y: -106
  - go to mouse-pointer
  - glide 1 secs to x: 214 y: -106
  - change x by 10
  - set x to 0
  - change y by 10
  - set y to 0
  - if on edge, bounce
  - set rotation style left-right
  - x position
  - y position
  - direction
- Events**
- Control**
- Sensing**
- Operators**
- More Blocks**

**Scripts**

- when clicked
- forever
  - set x to mouse x

x: 214  
y: -106

Add to the favorites bar by selecting ☆, or by getting them from another browser. [Import your favorites](#)



Sprites

New sprite: [Icons]

- Stage (3 backdrops)
- pong
- paddle
- ground

New backdrop: [Icons]

Scripts | Costumes | Sounds

- Motion**
  - move 10 steps
  - turn 15 degrees
  - turn 15 degrees
  - point in direction 90
  - point towards mouse-pointer
  - go to x: 0 y: -4
  - go to mouse-pointer
  - glide 1 secs to x: 0 y: -4
  - change x by 10
  - set x to 0
  - change y by 10
  - set y to 0
  - if on edge, bounce
  - set rotation style left-right
  - x position
  - y position
  - direction
- Events**
- Control**
- Sensing**
- Operators**
- More Blocks**

Remix See project page

```

when clicked
  forever
    if touching pong ? then
      stop all
  
```

x: 0  
y: -4

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game-2 by britbk

Score 0

x: 129 y: -180

Scripts Backdrops Sounds

- Motion
- Looks
- Sound
- Pen
- Data
- Events
- Control
- Sensing
- Operators
- More Blocks

Stage selected: No motion blocks

Remix See project page

when clicked

play sound KygoFeatEllaHenderson\_HereForYou\_HereForYou\_1.mp3 until done

Sprites New sprite:

Stage 3 backdrops

pong paddle ground

New backdrop: