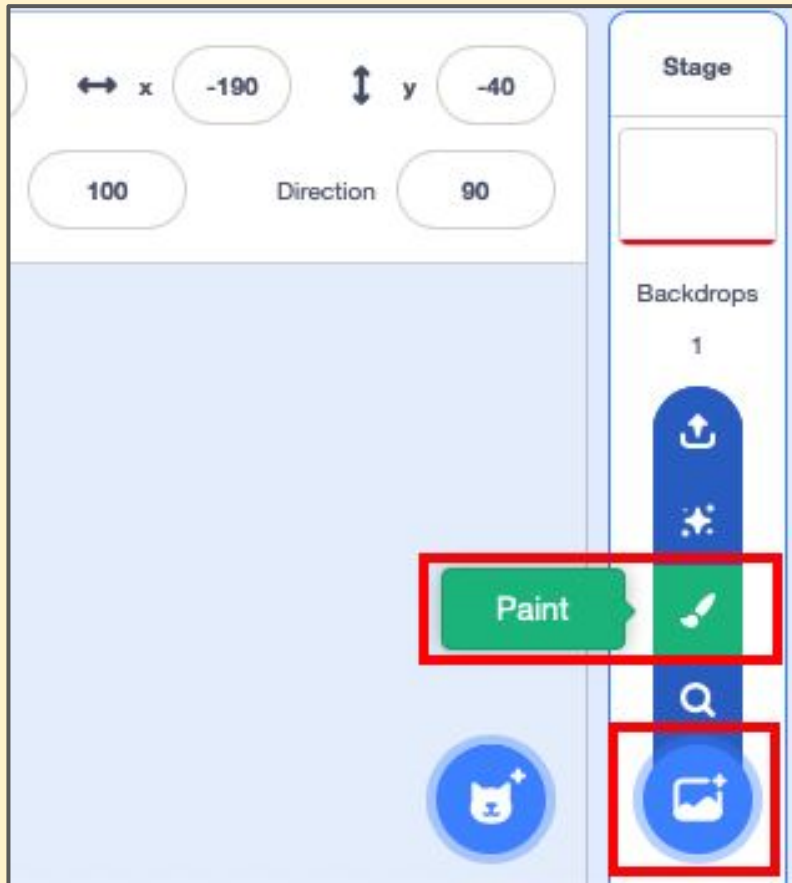


Pong Backdrops

Backdrops let you add a Game Over screen and a Welcome screen.

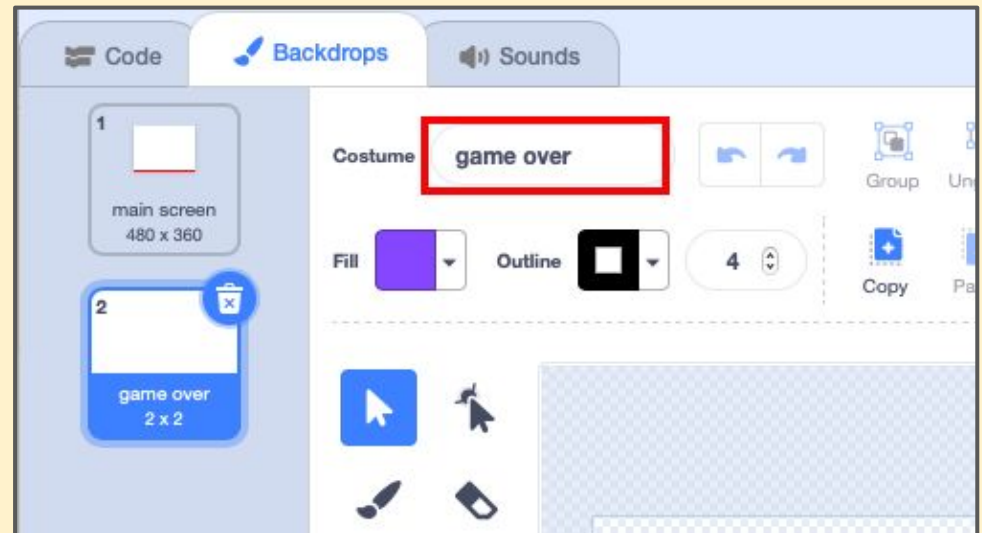
You need to make your own backdrops for this.

Pong Backdrops



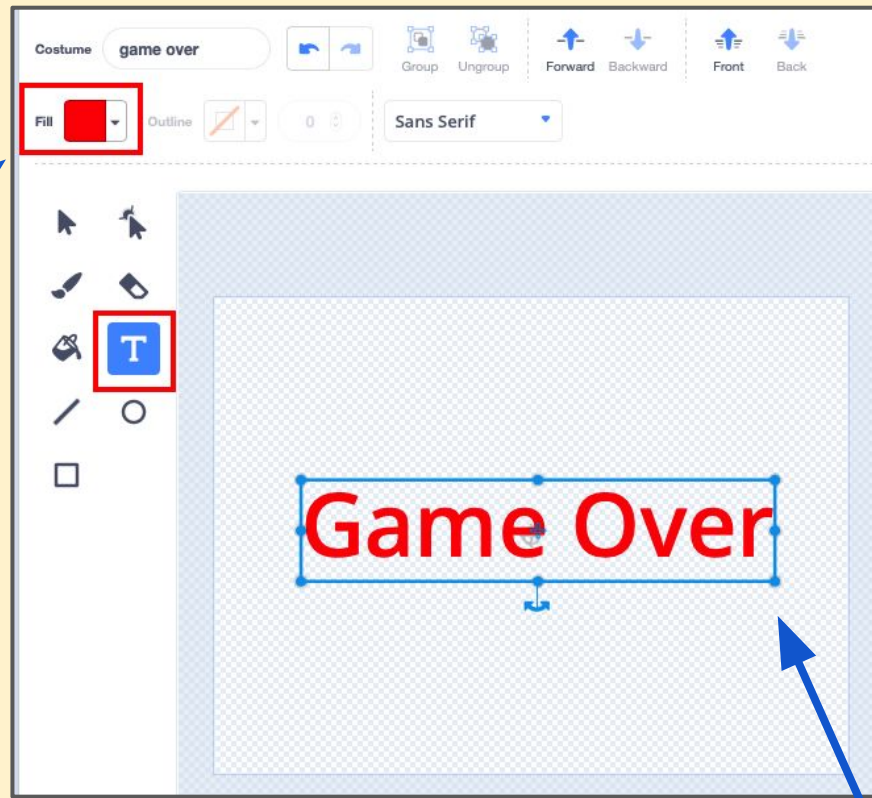
1. Use the **Stages** section at the **bottom right** to **Paint** a new Backdrop

2. Name the new backdrop "Game over"



Pong Backdrops

3. Use **Text Tool** to create the backdrop (keep it simple)



The **Fill** box changes the colour

Make the **text bigger** by dragging the box out from the corner

Pong Backdrops

4. Add code on to the bat to switch to the **Game Over** backdrop when **lives = 0**

```
when clicked
  set lives to 3
  forever
    if touching color red? then
      hide
      go to x: 1 y: 120
      change lives by -1
      show
      if lives = 0 then
        stop all
        switch backdrop to game over
      hide
```

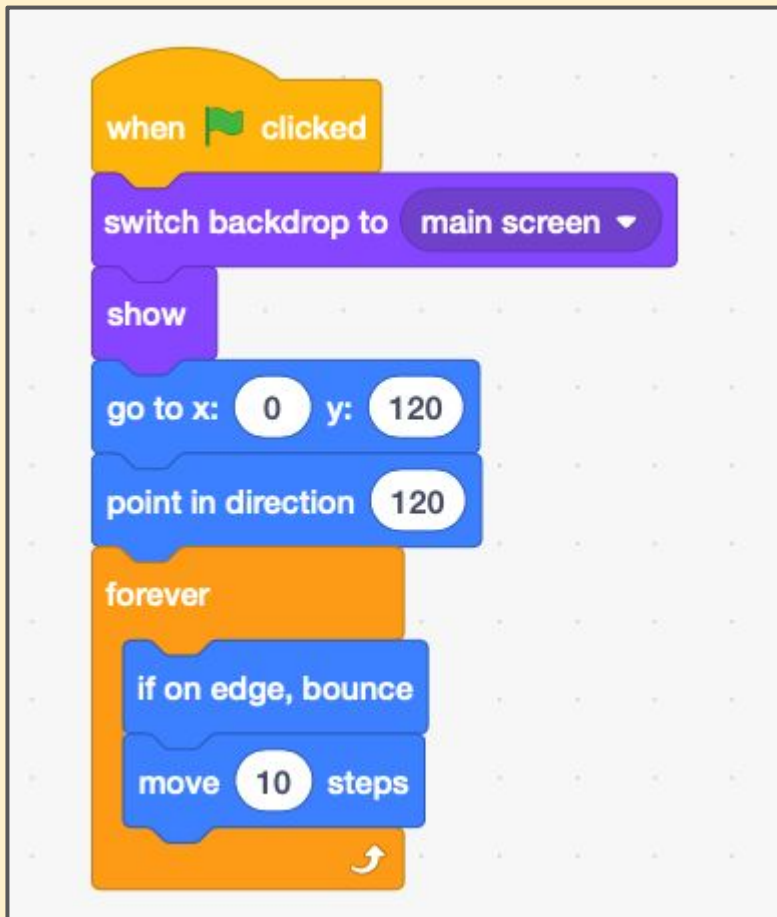
Use a **Hide** block to hide the ball when you switch to the new backdrop

You'll also want to **Hide** the bat...

```
when backdrop switches to game over
  hide
```

Pong Backdrops

5. You'll need to make sure you **switch to the main screen backdrop** when the **flag is pressed** as well... This probably goes on the **Ball** best

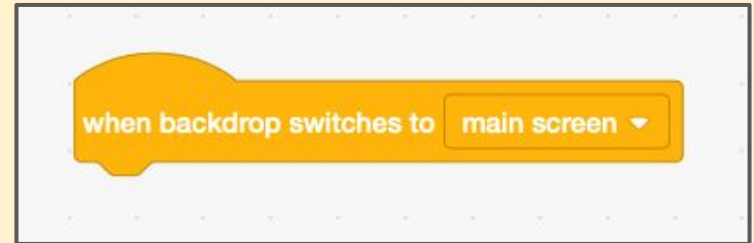


You'll need to **Show** the **Bat** when the game starts too!

Pong Backdrops

Adding a **Welcome Screen backdrop** is harder

1. go to the **welcome screen** when the **flag** is pressed
2. **hide** the bat and ball at the start
3. make sure the ball doesn't start moving - most of the flags will need replacing with **when backdrop switches to...** blocks



4. **add code** to the Welcome **backdrop** to make the game start when the user presses the space bar (see next slide!)
5. **test** everything really carefully!

Pong Backdrops

Add the code on the backdrop tab.

