Game making - Pong 2.0

Pong is a classic game, but the game you have now is quite basic.

We can improve it to make it a better game

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Challenge 1: add a score

We can add keeping score to Pong.

This means using a **variable**

A variable is a named area of computer memory that we can use to store a value. The value can be changed. Variables are useful in lots of ways.
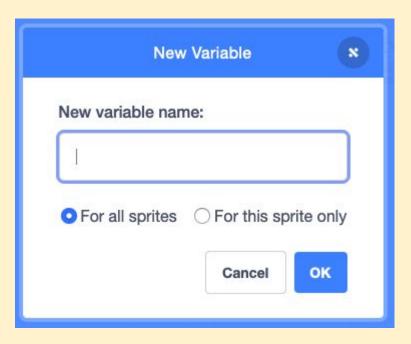
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Challenge 1: add a score

The score can be added to the bat or the ball

We need to add 1 to it when the ball touches the bat

We need to make sure the score is set to 0 when the game starts

We need to only add 1 point each time the ball hits the bat

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Challenge 1: add a score

You need to add a variable from the orange section

Make sure you give your variable a sensible name

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Challenge 2: add a life

When the score reaches 20 you can add a life

You can put this code on either the bat or the ball

The **variable** lives should already exist

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Challenge 3: add a game over screen

Add a game over screen

This screen needs to show when **lives** is 0

This will involve a new **backdrop** - there's a guide on how to do that

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Challenge 4: add a welcome screen

Add a welcome screen to the start of the game to tell people what to do

This will involve creating a new **backdrop**

Giving your backdrops sensible names will help