

Scratch code for the Ball object:

- when green flag clicked:
 - point in direction 45
 - forever loop:
 - move 15 steps
 - if on edge, bounce
- when green flag clicked:
 - go to x: 0 y: 0
 - set Score to 0
- when green flag clicked:
 - forever loop:
 - if touching Paddle? then:
 - change Score by 1
 - turn pick random 170 to 190 degrees
 - move 15 steps
 - wait .5 seconds

Scratch code for the Paddle object:

- when green flag clicked:
 - forever loop:
 - set x to mouse x

Scratch code for the Line object:

- when green flag clicked:
 - forever loop:
 - if touching Ball? then:
 - stop all

Other needs of the Project:
 Need to make a Score Variable
 Add Backdrop:

Scratch code for the Neon Tunnel backdrop:

- Neon Tunnel (480 x 360)