# Slice Algorithm

By making sure a rebound isn’t simply “random”, we give control back to the user, and add skill to our game:



# Draw Sprites

Draw **Ball**, **Paddle** and **Helper** sprites, and set costume center for all:

## Ball:



## Paddle:



## Helper:



# Add Code Blocks

## Ball:



## Paddle:



## Helper:



# Finished Product:

#

# Challenges

Can you improve the game by implementing some of the following features?

1. Bottom of screen area = out of bounds zone / game over
2. Bricks / blocks:
	1. That disappear when hit
	2. That rebound the ball when hit
3. Scoring:
	1. From hitting blocks
	2. From staying alive (measuring time)
4. Bonuses:
	1. That fly through sky
	2. That fall from blocks
5. Variable ball speeds:
	1. That increase with time or score (perhaps increasing the difficulty)
6. Advanced bonuses:
	1. Two balls
	2. Extended paddle size
7. This game is a variant of Pong – could you use the physics in this to create a better version of Pong?
	1. Can you create a CPU opponent for Pong?
	2. Can you create the CPU opponent for Pong that is difficult to beat, but not unbeatable?