

2 Player - Paddle Game

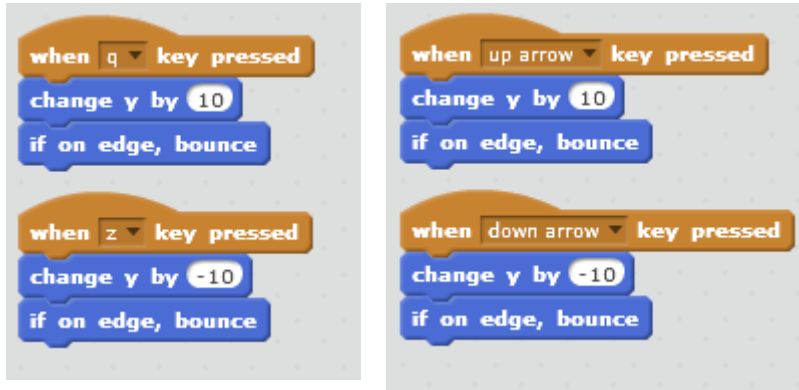
5 Sprites



3 Backdrops



Paddle 1 & 2 Script.



Ball Script:



Notes:

1. Start by developing the 5 required sprites and naming each sprite.
2. Create the 3 Backdrops.
3. Code both of the Paddles.
4. Code the Ball Script.

Think!!! As you work.

- Where can you duplicate code
- Record required sounds

VERY IMPORTANT:

The positioning of the **named** sprites is very important, if not the scores will not go up correctly.

Enjoy and where possible add other elements, maybe a random boxes will appear and if the ball touches a players score will be effected.