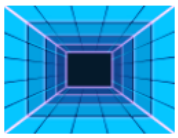
Pong

Figuren:



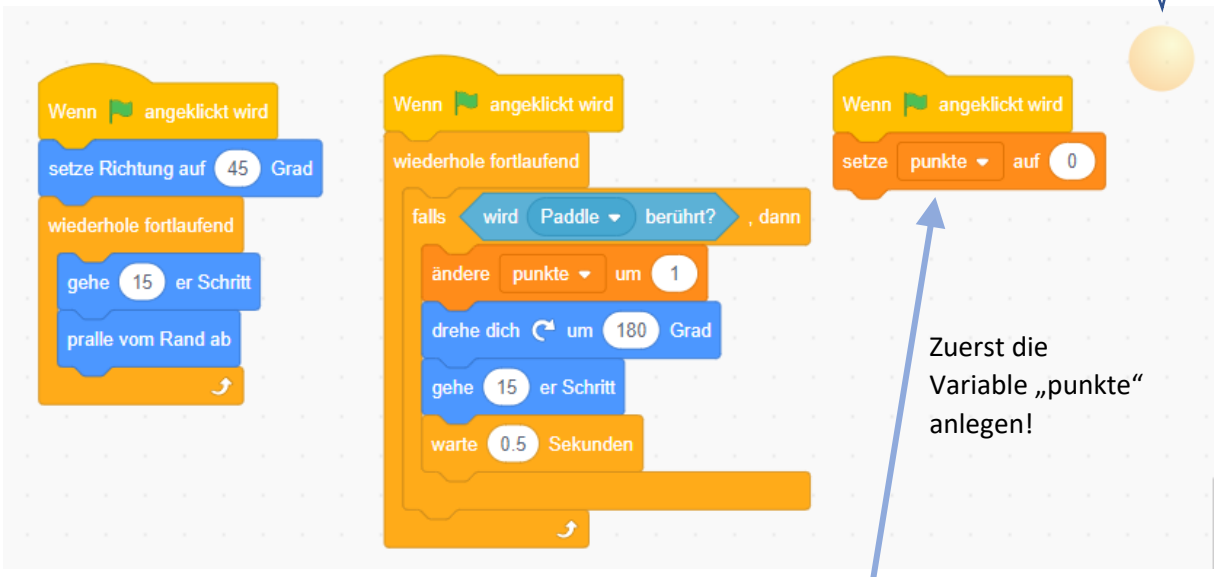
Bühnenbild:



Neon Tunnel

Code:

Ball

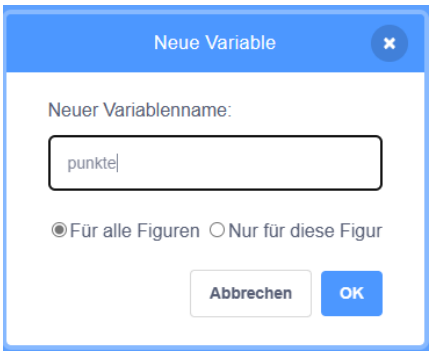


Zuerst die Variable „punkte“ anlegen!

Variable:

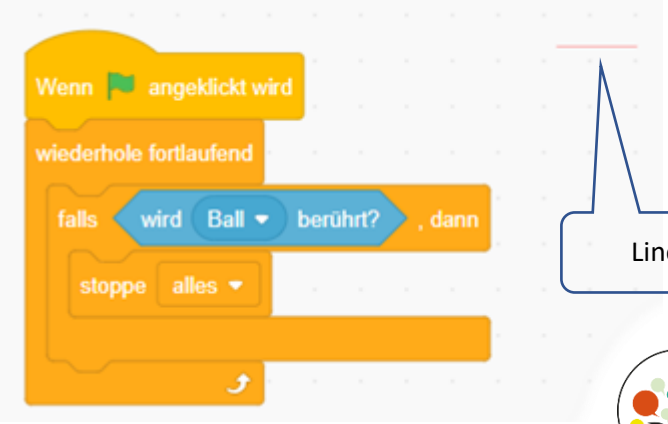
Bei den Blöcken der Gruppe „Variablen“:

Neue Variable anlegen





Paddle



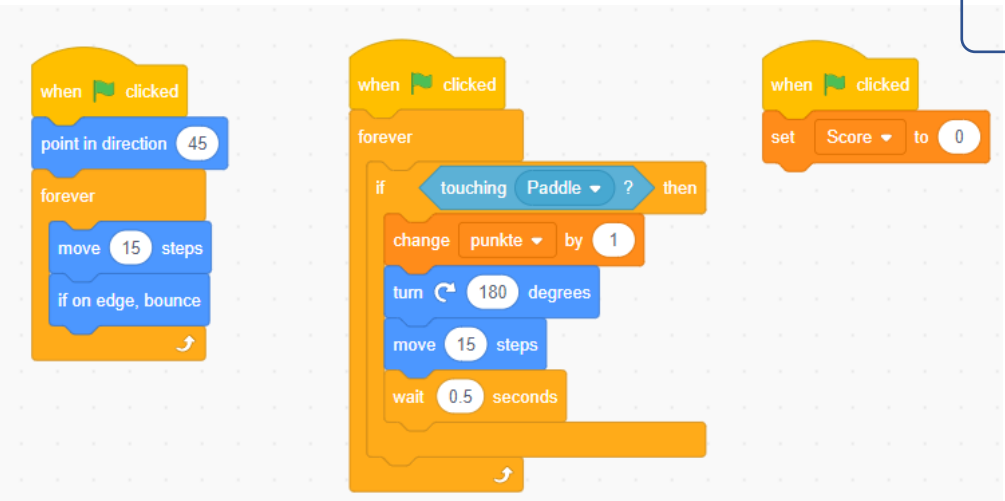
Line

Pong

Sprache der Scratch-Umgebung: Englisch

Code:

Ball



Paddle



Line

