

## Assignment #5 Due Tuesday, May 9 at 10:00 AM via email:

A. Do Question #1 from Assignment #4 in Python

a. Note: Use of Turtle Graphics is *strongly* encouraged

B. Create a game to play Pong in Scratch

a. Program shall support moving “paddle” up and down vertically using the arrow keys

b. Program shall support automatic repositioning of the “ball” during play by a random amount that can be a vertical distance larger than the vertical size of the paddle when the number of successful “returns” exceeds a multiple of three.

Note: Not every vertical reposition of the ball must be greater than the paddle size; however, the program shall be capable of producing a vertical change in distance greater than the size of the paddle.

c. Optionally, the speed of the ball may increase when the number of successful returns exceeds a multiple of three

d. See video at for short demonstration:

<http://wpbcsc115.weebly.com/uploads/1/3/6/8/13682593/simple-pong-video.m4v>

Extra Credit (Worth 25 Points):

Do Question #2 from Assignment #4 in Python