

Assignment #5 Due Monday, Dec. 9 at 3:30 PM, PST via email:

*Please note: Students can either do assignment #5 and one extra credit assignment, or two extra credit assignments in lieu of the second test.*

1. Do Question #1 from Assignment #4 in Python
  - a. Note: Use of Turtle Graphics is *strongly* encouraged
2. 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