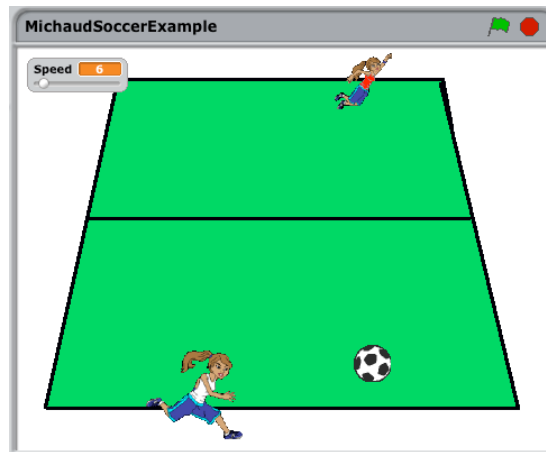
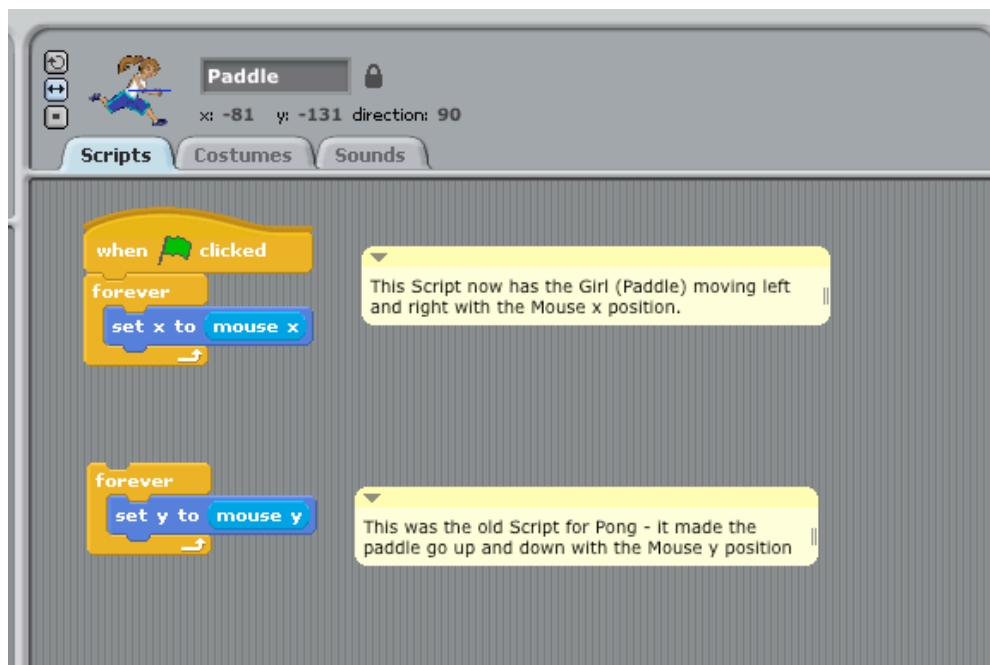


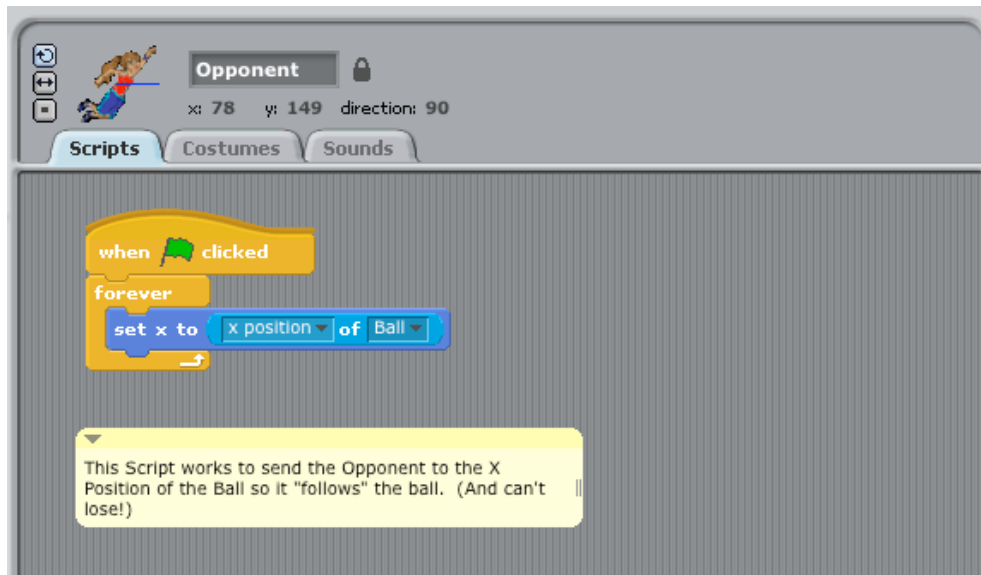
**Directions for Soccer Game (Derived from Pong)**  
**Mr. Michaud**  
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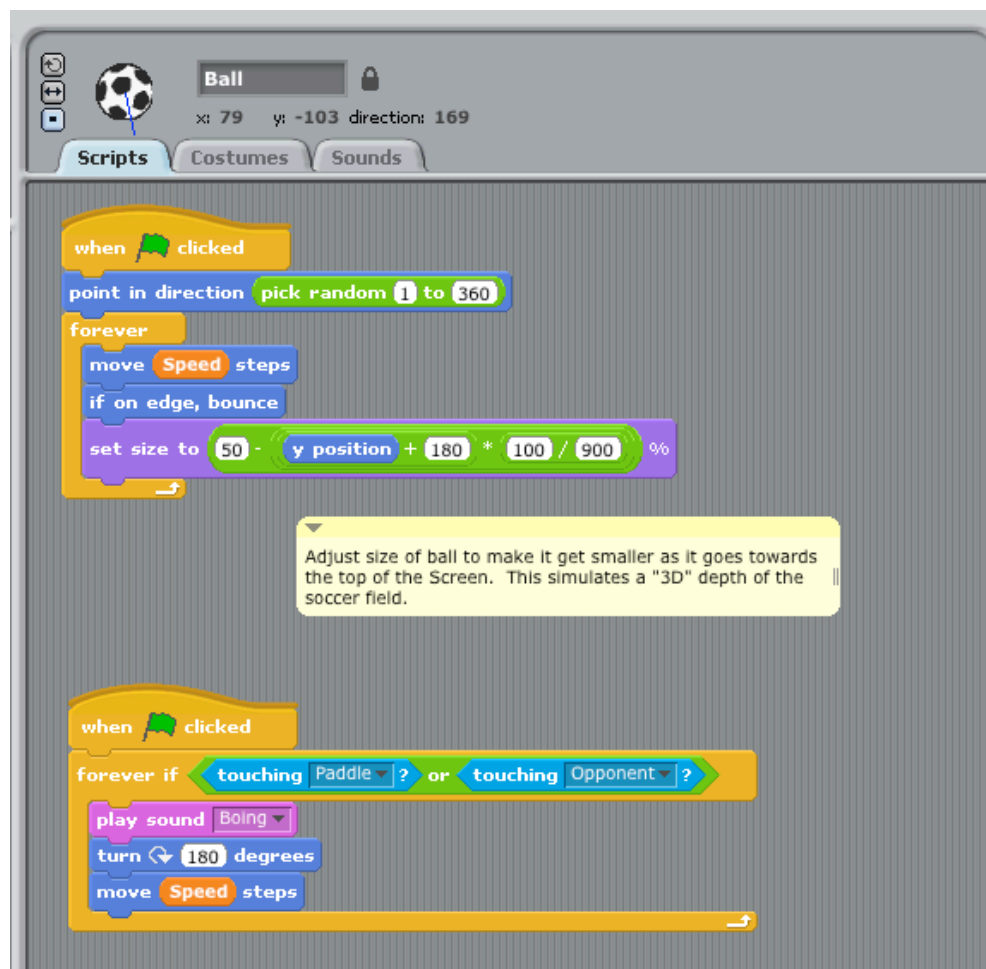
1. Alter the Paddle Costume and Scripts to allow for the Sprite to track left and right with the Mouse X Position:



2. Create an “Opponent” that will automatically track the Ball X Position.



3. Alter the Ball Scripts to make the Ball get smaller as it moves towards the top of the Screen. (Not necessary, but it makes for a cool “3D” look.) Also, add an “or” statement in the conditional to allow the ball to bounce off the “Paddle” and the “Opponent.”



4. Note Also that I added a variable called “speed” that allows the user to adjust the speed of the ball.

Challenge! Make the ball get faster each time the “Paddle” hits the ball.