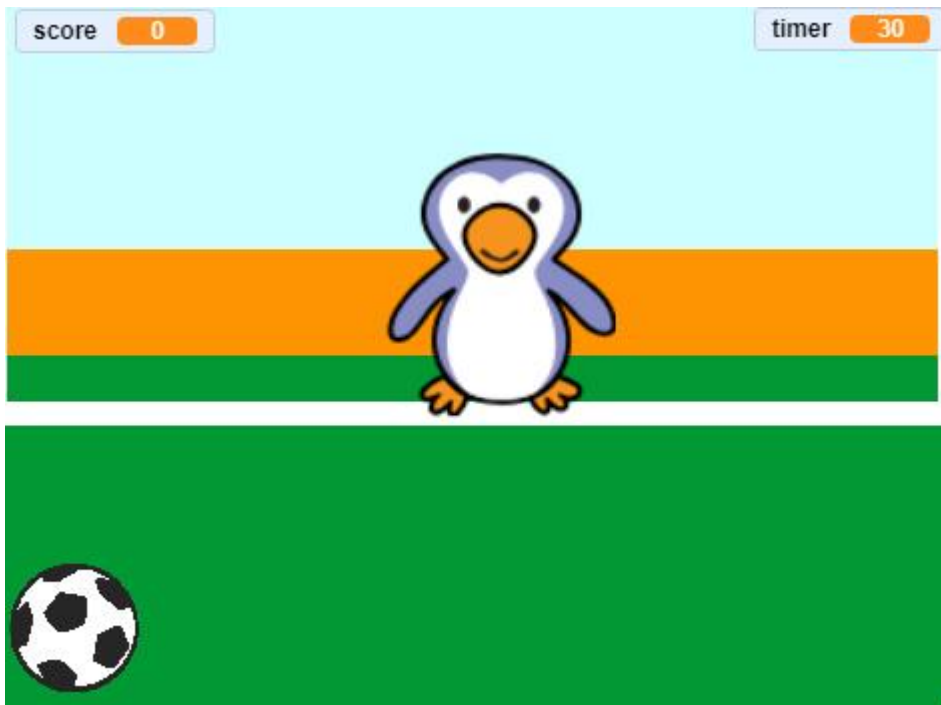


SOCCER BALL

Beat the Goalie

Create a 2 player football game in which you have to score as many goals as you can in 30 seconds.



WHAT YOU LEARNT

- Recall how to use code to respond to key presses
- Use sensing blocks to detect when sprites touch each other
- Use broadcast blocks to communicate between sprites

CHALLENGE: Controlling the Ball

Instead of the ball moving left and right automatically, can you allow your player to control the ball with the a and d keys?

GOALIE



```

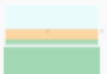
when I receive goal
  say Goal! for 1 seconds

when I receive save
  say Save! for 1 seconds

when right arrow key pressed
  change x by 10

when left arrow key pressed
  change x by -10
  
```

BACKGROUND



```

when green flag clicked
  set timer to 30
  repeat until timer = 0
    wait 1 seconds
    change timer by -1
  play sound whistle until done
  stop all
  
```

```

when green flag clicked
  set score to 0
  forever
    go to x: -200 y: -140
    repeat until key space pressed?
      move 10 steps
      if on edge, bounce
    repeat 15
      change y by 10
    if touching Goalie? then
      start sound rattle
      broadcast save
    else
      start sound cheer
      change score by 1
      broadcast goal
  
```