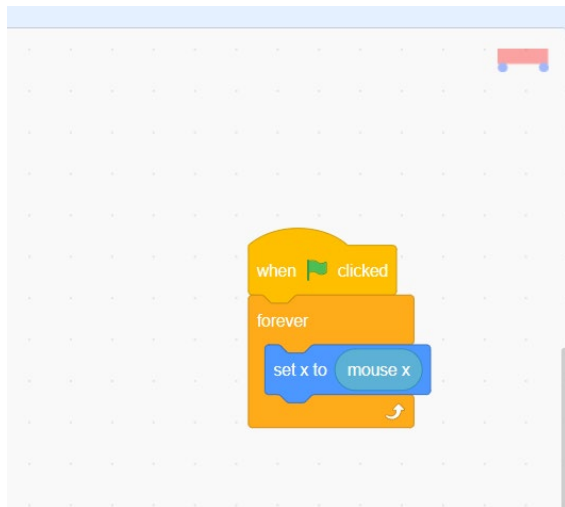


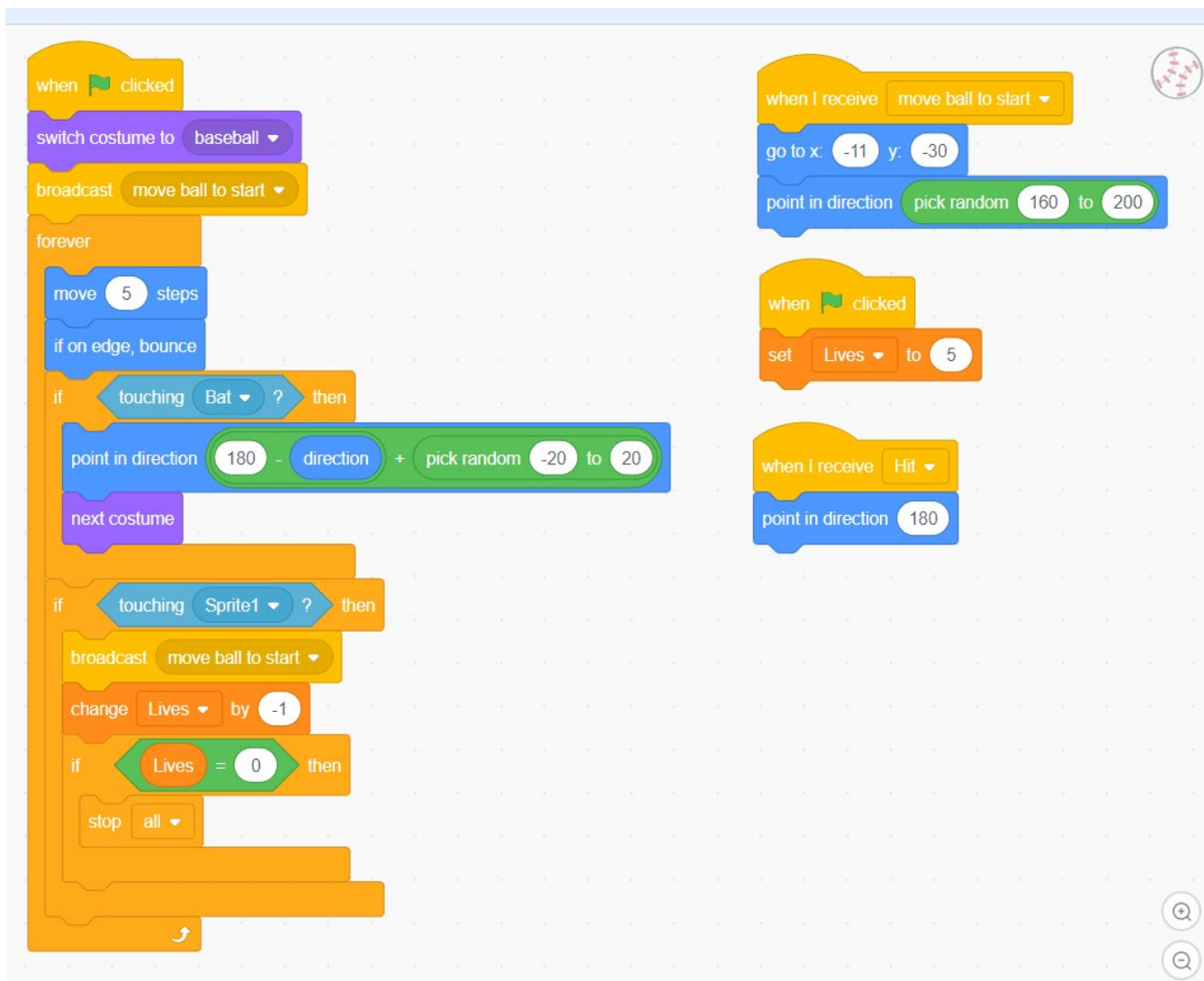
Code for Bat



The code for the Bat sprite is as follows:

```
when green flag clicked
  forever loop
    set x to mouse x
```

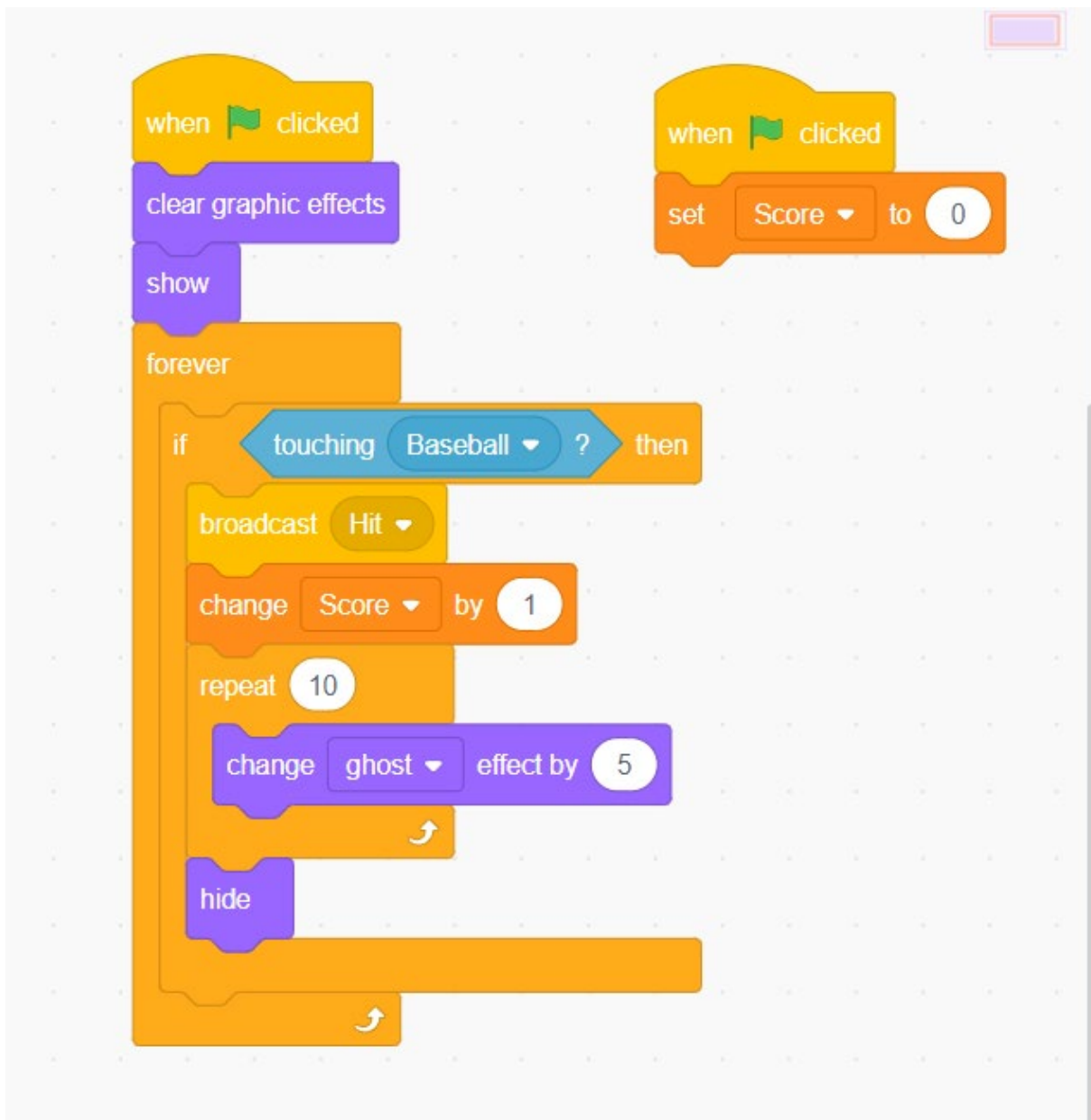
Code for Ball



The code for the Ball sprite is as follows:

```
when green flag clicked
  switch costume to baseball
  broadcast move ball to start
  forever loop
    move 5 steps
    if on edge, bounce
    if touching Bat then
      point in direction 180 - direction + pick random -20 to 20
      next costume
    if touching Sprite1 then
      broadcast move ball to start
      change Lives by -1
      if Lives = 0 then
        stop all
  when I receive move ball to start
    go to x: -11 y: -30
    point in direction pick random 160 to 200
  when green flag clicked
    set Lives to 5
  when I receive Hit
    point in direction 180
```

Code for Brick



The image shows two Scratch scripts on a grid background. The left script is for a brick object, and the right script is for a score variable.

Left Script (Brick Object):

- when green flag clicked
- clear graphic effects
- show
- forever loop:
 - if touching Baseball ? then:
 - broadcast Hit
 - change Score by 1
 - repeat 10:
 - change ghost effect by 5
 - hide

Right Script (Score Variable):

- when green flag clicked
- set Score to 0