Game and Learn: 
An Introduction to Educational Gaming 
11. Case Study: *Scratch*

Ruben R. Puentedura, Ph.D

*Scratch*
Breakout
**Breakout Prototype Design**

**Ball:**
- starts moving in a random direction
- moves at constant speed
- bounces off walls, brick, paddle

**Brick:**
- “pings” if touched by ball
- vanishes if touched by ball

**Paddle:**
- follows the mouse’s left-right motion

---

**Breakout Prototype Code**

[Code snippets for Ball, Brick, Paddle]
Resources Cited

• **Scratch:**
  • *Scratch*. Online at:
    http://scratch.mit.edu/
  • *Scratch* Tutorials:
    • *Scratch* Website. Online at:
      http://info.scratch.mit.edu/Support
    • LearnScratch Group. Online at:
      http://learnscratch.org/index.php

• **Game Video:**
  • *Breakout*: http://www.youtube.com/watch?v=lb8dg1TuSKc