Homework Assignment

DP EDUCATION

Coding School

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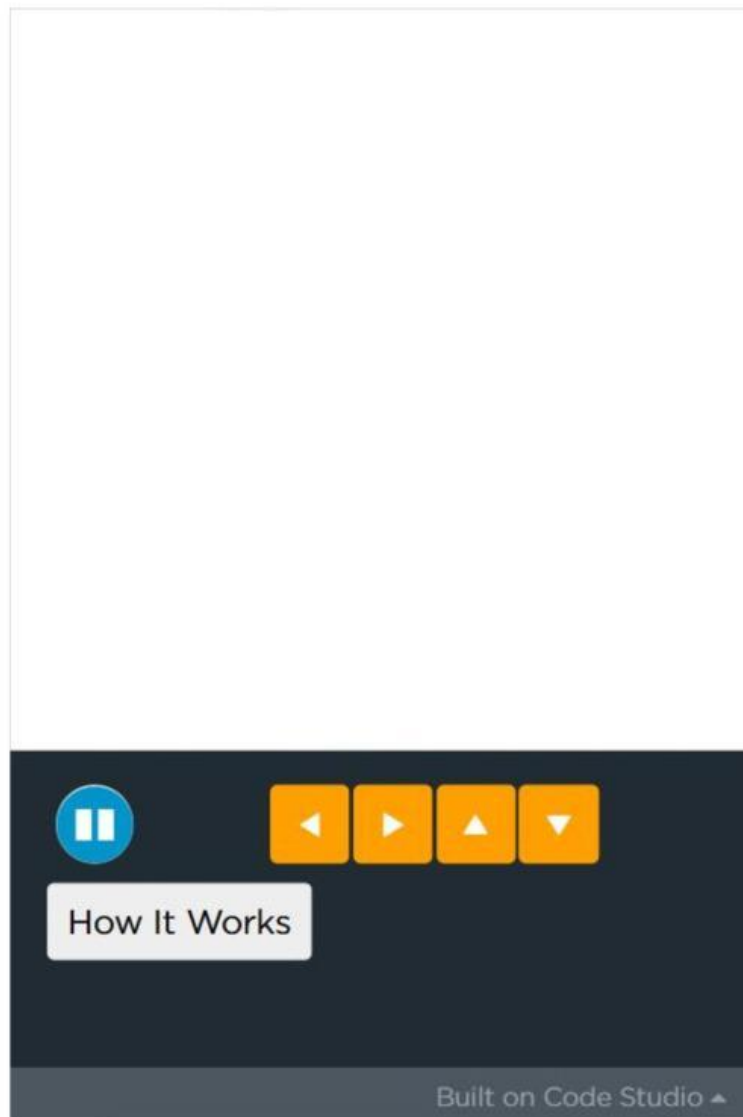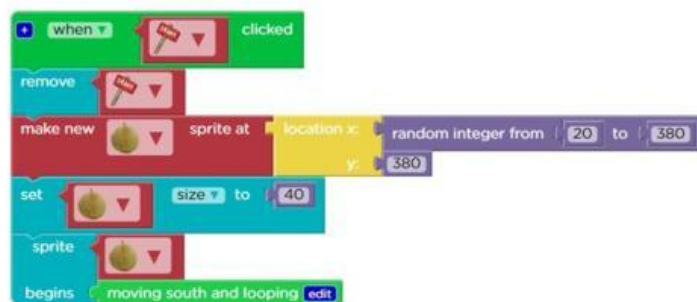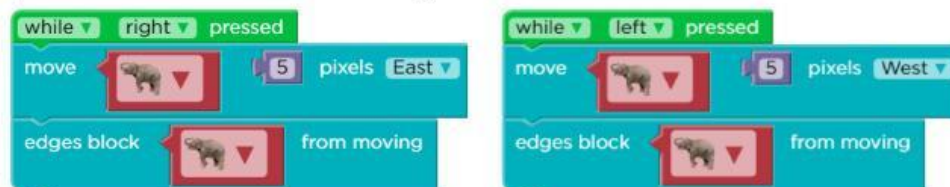
How It Works

- You have got an opening background with a durian tree and an image of a baby elephant

- Add images of a trunk and a star board with Make new sprite. Adjust the size of the trunk to 400 and position it around (190,10). Adjust the size of the board to 100 and position it to hold the elephant by its trunk..
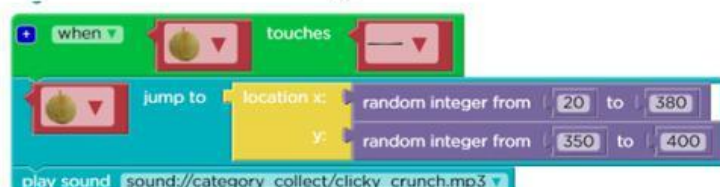
make new [star] sprite at (156, 170) 📍
set [star] size to 100
make new [—] sprite at (190, 8) 📍
set [—] size to 400

- When you click on the start board, arrange the blocks as follows so that the board will not be visible and the durians will fall continuously.

when [star] clicked
remove [star]
make new [durian] sprite at location x: random integer from 20 to 380
                                      y: 380
set [durian] size to 40
sprite [durian]
begins moving south and looping edit

- When the left and right arrow keys are clicked, arrange the blocks as follows to move 5 pixels to the west and 5 pixels to the east and block the elephant's movement at the edges.

while [right] pressed
move [elephant] 5 pixels East
edges block [elephant] from moving

while [left] pressed
move [elephant] 5 pixels West
edges block [elephant] from moving

- Arrange the blocks as below to make a sound when the durian fruit touches the trunk that has fallen on the ground and the durian fruit jumps and the durian fruit falls down again from above.
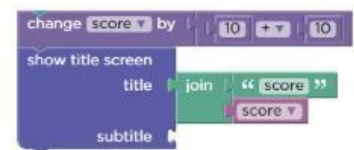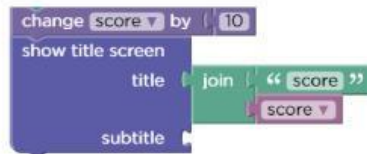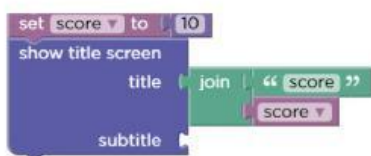
when [durian] touches [—]
[durian] jump to location x: random integer from 20 to 380
                         y: random integer from 350 to 400
play sound sound://category_collect/clicky_crunch.mp3

- Arrange the blocks as below so that when the durian fruit touches the elephant, the durian fruit disappears and emits a sound and displays as Game over. Set the size of the game over sprite to 400

- Think of an opportunity to add a score to this game.
- Add a Score to the Game to get as many points as you want.

Answer the following questions to test your knowledge of this project.

Select the correct answer.

1. In addition to these blocks used, you will get 10 points each when the durian fruit touches the trunk and the amount of points you get should be displayed on the screen. Select the relevant blocks set.

2. What does this block do?
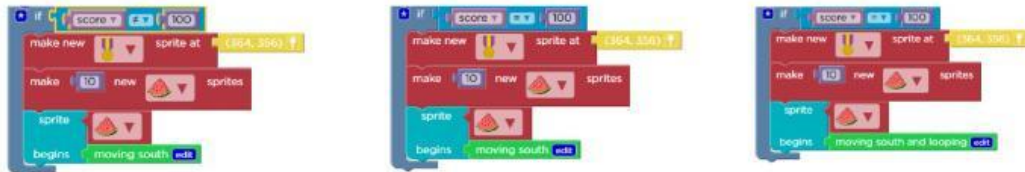
The elephant's movement is blocked at the edges of the screen.

Stops the movement of the elephant.

The elephant moves and disappears from the screen.

3. The X range that the durian fruit can have is from 20 to 380, and the Y range is 380. Then what blocks should be added to the place where the durian fruit is in that range?

make new [durian] sprite at location x: random integer from 20 to 380 y: 380

make new [durian] sprite at (20, 380)

make new [durian] sprite at 380 pixels North of (20, 380)

4. When you equal *100* points you will get a medal and that medal should appear on the right corner of the screen. Also, what blocks are needed to arrange *10* melons, which is the elephant's favorite food, to fall once from top to bottom?

if score ≥ 100
make new [medal] sprite at (364, 356)
make 10 new [watermelon] sprites
sprite [watermelon]
begins moving south edit

if score = 100
make new [medal] sprite at (364, 356)
make 10 new [watermelon] sprites
sprite [watermelon]
begins moving south edit

if score = 100
make new [medal] sprite at (364, 356)
make 10 new [watermelon] sprites
sprite [watermelon]
begins moving south and looping edit

5. What does this set of blocks do?

when [durian] touches [—]
[durian] jump to location x: random integer from 20 to 380
y: random integer from 350 to 400

When the durian fruit touches the stem, the durian fruit jumps to an X value of *20* to *380* and a Y value of *350* to *400*.

When the durian fruit touches the stem, the durian fruit shrinks to a range of X value from 20 to 380 and Y value from 350 to 400.

When the durian fruit touches the stem, the durian fruit moves to the range of X value 20 to 380 and Y value 350 to 400.