29

DP EDUCATION

Coding School

How It Works

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Built on Code Studio ▲

Home work for project 29 - Home work for the 29th project

Lizards looking for food

❖ You have got a screen with a background of little insects moving around

❖ This block `setupDesert edit` has got you moving insects with background screen.

❖ Get an image of a lizard with Make new sprite and adjust its size to 150.

❖ While clicking the right arrow key, a tongue sprite should be added so that the lizard sticks its tongue out, and with the right arrow key, the lizard should move 5 pixels to the east with the tongue..
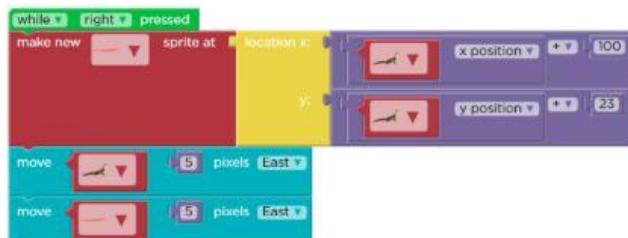

❖ While clicking the left arrow key, the lizard's tongue should be removed and the lizard should move 5 pixels in the western direction.
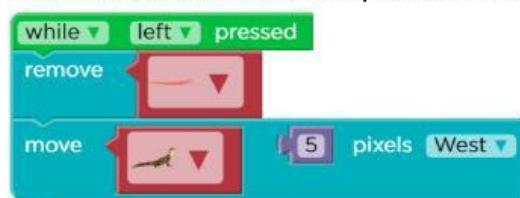
❖ While clicking the Up arrow key, the lizard should move 5 pixels in the north direction with its tongue. While clicking the Down arrow key, the lizard should move 5 pixels in the right direction with its tongue.

```
while ▼   up ▼   pressed
  move  [lizard ▼]      [5] pixels  North ▼
  move  [lizard ▼]      [5] pixels  North ▼
```

```
while ▼   down ▼   pressed
  move  [lizard ▼]      [5] pixels  South ▼
  move  [lizard ▼]      [5] pixels  South ▼
```

❖ Use blocks to make the tongue disappear when the tongue touches the various insects given to you and the touched insect jumps to a random location

```
⊕ when ▼  [tongue ▼]   touches  [beetle ▼]
  remove  [tongue ▼]
  [beetle ▼]  jump to  [random location]
```

```
⊕ when ▼  [tongue ▼]   touches  [bug ▼]
  remove  [tongue ▼]
  [bug ▼]  jump to  [random location]
```

```
⊕ when ▼  [tongue ▼]   touches  [grasshopper ▼]
  remove  [tongue ▼]
  [grasshopper ▼]  jump to  [random location]
```
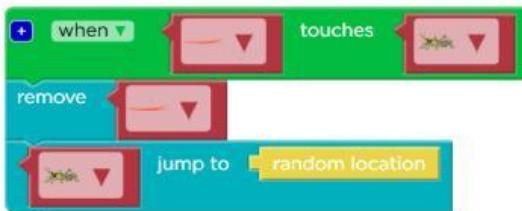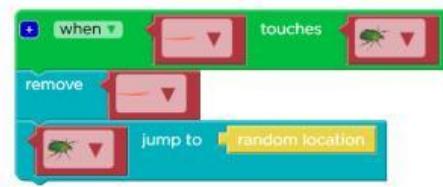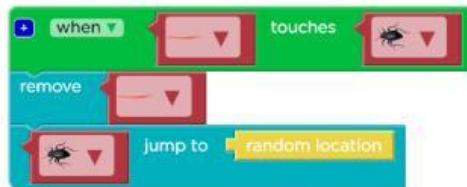
Select the correct answer

1. If you have to block the movement of the lizard at the edges of the screen, what blocks do you use for that?

```
sprite  [lizard ▼]
stops  moving south and looping  edit
```

```
remove  [lizard ▼]
```

```
edges block  [lizard ▼]  from moving
```
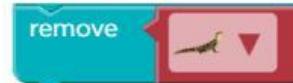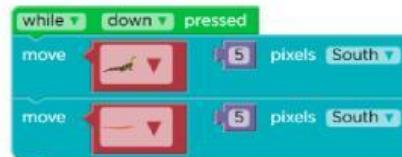
2. What does this mean?

When the down arrow key is clicked, the lizard will move 5 pixels to the right with its tongue.

While clicking the Down arrow key, the lizard moves 5 pixels in the right direction with its tongue.

When the down arrow key is clicked, the lizard moves in the right direction and the tongue moves 5 pixels in the north direction.

3. What blocks have you used for the movement of the grasshopper in the project you have created?

4. By which set of blocks does the beetle keep moving westward?

5. What blocks are used to remove the tongue sprite?