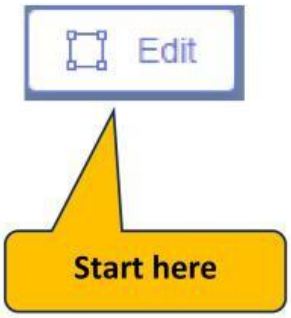
Project 108

DP EDUCATION

Coding School

thunkable



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Let's design and code the 108 Home work project as follows.

- Select the Picture named fruit BG.jpg for Background Picture in Screen1.

- Add three Rows for Screen1. Name them Row1, Row2 and Row3.
  - Add a label for Row1. Let's grab the fruit for its text.
  - For font size give it as 30. To set font color give black color for color.
  - Give the value FDE9FD for the hex of the background color of the label.
  - For the padding of the label, give the values as shown in the image below.

- Add an image component for Row2.
  - Adjust its Height to 225 and Width to 320.
  - Select the image called Birds & fruits.png for the picture in the Image Component.
  - Give the values for Margin of the Image Component as shown in the diagram below

- Add a button for Row3. Name that button as Button1.
  - • Give the text of Button1 as PLAY.
  - • Give 30 for Font size.
  - • Set the text color to white.

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- Give the value 0C1F4D for the hex of the background color of Button1.
- Adjust the Height of Button1 to 45 and Width to 100.
- In the border, give 3 for width and 50 for radius.
- Give white color for border color and give it as solid in style.

❖ When Screen1 is set up as per the given instructions, Screen1 will look like below.

❖ Let's design Screen2.

❖ Add a Canvas Component.

➢ Let's create the first Sprite Class.

- Name a Sprite Class as Sprite_TypeBg. Add the image named Blackground.webp picture to its Picture List.
- Add a Sprite to the Sprite Class named as Sprite_TypeBg and name it as bg_Sprite. For that select Blackground.webp picture.

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- Set the properties of bg_Sprite according to the following data.

For X = 167	Height = 333
For Y = 227	Width= 651
For Z = 0	Angle= 90
Opacity = 100	

➢ Let's create the second Sprite Class.

• Name a Sprite Class as Sprite_Typefruits. Add images named Apple.png, grapes.png, mango.png and orange.png to its Picture List.

• Add four Sprites in the Sprite Class named as Sprite_TypeBg and name them as fruit1, fruit2, fruit3 and fruit5. For that add the images mango.png, grapes.png, Apple.png and orange.png respectively.

- Set their properties according to the following data.

For fruit1

For X = 149	Height = 50
For Y = 95	Width= 50
For Z = 0	Angle= 90
Opacity = 100	

For Fruit2

For X = 175	Height = 50
For Y = 170	Width= 50
For Z = 0	Angle= 90
Opacity = 100	

For Fruit3

For X = 150	Height = 50
For Y = 230	Width= 50
For Z = 0	Angle= 90
Opacity = 100	

For Fruit4

For X = 200	Height = 50
For Y = 300	Width= 50
For Z = 0	Angle= 90
Opacity = 100	

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➢ Let's create the third Sprite Class.

• Name a Sprite Class as Sprite_Typefloor. Add the image named as floor.png to its Picture List.
• Add the Sprite floor.png picture to the Sprite Class named as Sprite_Typefloor.

- Set its properties according to the following data.

For Floor	
For X = 26	Height = 50
For Y = 225	Width= 460
For Z = 0	Angle= 90
Opacity = 100	

➢ Let's create the fourth Sprite Class.

- Name a Sprite Class as Sprite_TypeGO. Add the image named GameOver.png to its Picture List.
- Add the picture from the Sprite GameOver.png to the Sprite Class named GameOver.

- Set its properties according to the following data.

For GameOver	
For X = 130	Height = 180
For Y = 180	Width= 305
For Z = 0	Angle= 90
Opacity = 100	

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➢ Let's create the fifthth Sprite Class.

- • Name a Sprite Class as Sprite_Typebrid. Add the image named as Bird L.png to its Picture List.
- • Add the picture to the sprite class named as bird with the sprite as Bird L.png.

- Set its properties according to the following data.

For bird	
For X = 115	Height = 70
For Y = 185	Width= 70
For Z = 0	Angle= 90
Opacity = 100	

❖ Add a Sound Component

❖ The design of Screen2 appears as follows.

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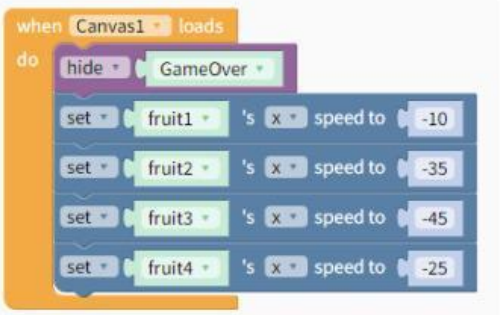
❖ Let's prepare the code for this App now.

When loading Canvas1

- To display the sprite from GameOver,
- From fruit1, make the sprite move in the right direction at a speed of 10,
- For fruit2, make the sprite move in the right direction at a speed of 35,
- For fruit3, make the sprite move in the right direction at a speed of 45,
- For fruit4, make the sprite move in the right direction at a speed of 25,

Let's prepare the code.



❖ Let's prepare the code to drag the sprite called bird anywhere on the screen when the sprite class named Sprite_Typebrid is clicked.

❖ When the sprite class called Sprite_Typefruits touches the sprite class called Sprite_Typebrid, set the position of the sprite class called Sprite_Typefruits to 275.

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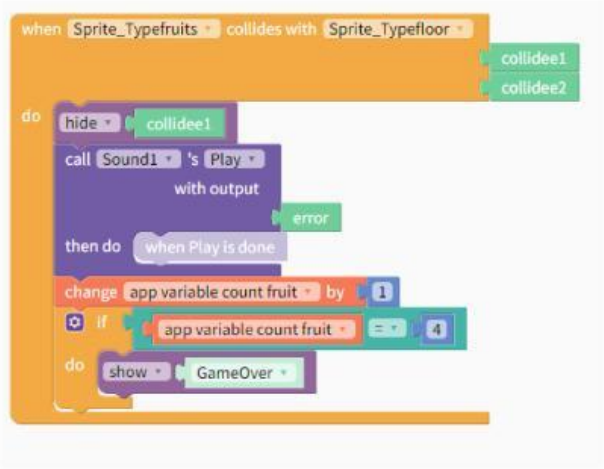
❖ First let's set a variable as count fruit by giving the number of fruits growing down as 0 (zero) .

❖ When the sprites of the sprite class named Sprite_Typefruits touch the sprite class named Sprite_Typefloor

- The sprite should not appear in the Sprite Class named Sprite_Typefruits that touches,
- The sound mentioned as Sound1 should also play.
- Also, when a sprite is touched in the Sprite Class named as Sprite_Typefruits, the value of the count fruit variable should increase by 1.
- When the value of the count fruit variable is equal to 4, the sprite should appear on the screen as Sprite_TypeGO in the Sprite Class as GameOver.

For that, let's prepare the block as follows.



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