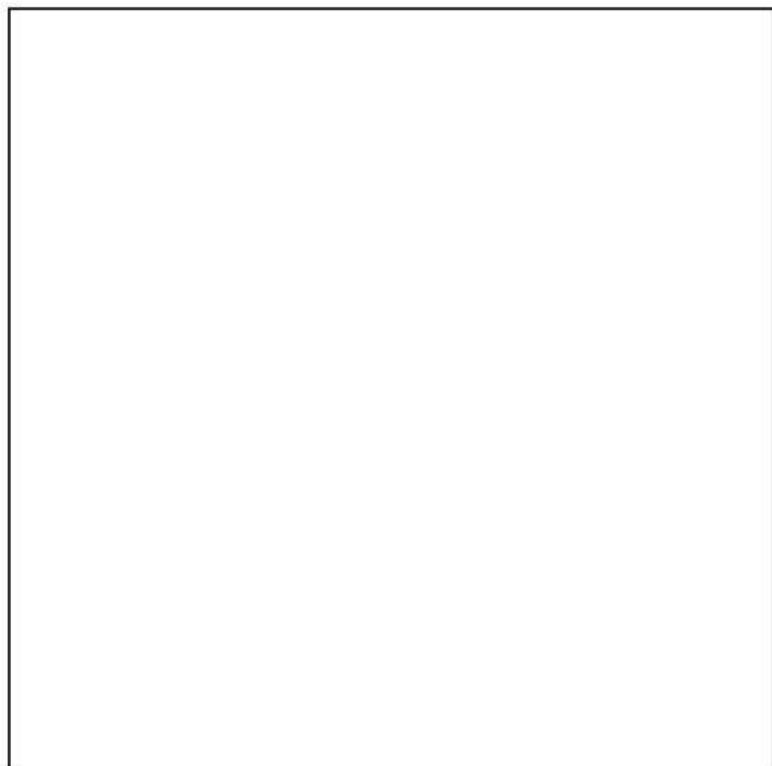


# Project 150



**DP**  
EDUCATION

**Coding  
School**



- ❖ Add the relevant frames using the link below..  
[https://drive.google.com/drive/folders/177FUngK9U7CulcS1ckH86B7ul9KkHuUy?usp=drive\\_link](https://drive.google.com/drive/folders/177FUngK9U7CulcS1ckH86B7ul9KkHuUy?usp=drive_link)
- ❖ Create a gray background using print under Backdrop.



- ❖ Prepare a backdrop that says level complete on a black background using costume print for the backdrop.



- ❖ Add the dinosaurs sprite using Upload a sprite. Set its X, Y position and size as below.



- ❖ Add the tree sprite using Upload a sprite. Set its X, Y position and size as below.



❖ Add the tree1 sprite using Upload a sprite. Set its X, Y position and size as below.



❖ Add the Sky sprite using Upload a sprite. Set its X, Y position and size as below.



❖ Add the bird sprite using Upload a sprite. Set its X, Y position and size as below.



❖ Create a sprite as Game Over using print as below. Set its X, Y position and size as below.

Game Over

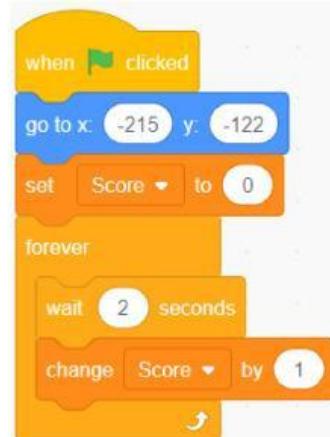


- ❖ Let's prepare the code for this app now.



- ❖ Prepare the code for the sprite as follows.

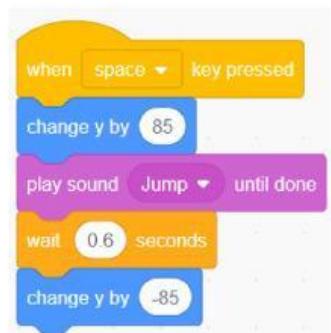
- ❖ When you click on the green flag, set the code so that the X position becomes (-215) and the Y position becomes (-122). Set a variable as Score. Give its initial value as 0. The score should increase by 1 every second continuously.



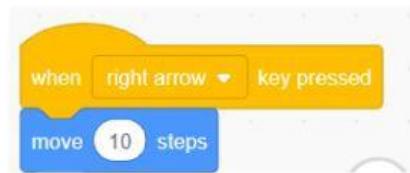
- ❖ If the score is equal to 100, a message should be broadcast as win.



- ❖ When you click on the space key, the Y position should increase by 85 and the jump sound should be played. After 0.6 seconds the Y position should decrease by 85.



- ❖ When you click on the right arrow key, you have to move 10 steps.



- ❖ Prepare the code for the sprite as follows.

- ❖ When you click on the green flag, adjust the code so that the X position is (-170) and the Y position is (-155). Continue to decrease the X position by 10. When this sprite touches the dinosaurs sprite, a message as Game Over is displayed. should be broadcast and all events should stop. If the X position is less than (-230), adjust the code to make X position (235) and Y position (-150).



- ❖ Prepare the code for the sprite as follows

When you click on the green flag, adjust the code so that the X position is (234) and the Y position is (58). Continue to decrease the X position by 5. When this sprite touches the dinosaurs sprite, a message is broadcast as

Game Over. should If the X position is less than (-230), adjust the code to make X position (235) and Y position (58).



❖ Prepare the code for the sprite as follows.

- ❖ When you click on the green flag, adjust the code so that the X position is (115) and the Y position is (-155). Continue to decrease the X position by 10. When this sprite touches the dinosaurs sprite, a message will be broadcast as Game Over. Must be and all events must stop. If the X position is less than (-230), adjust the code to make X position (245) and Y position (-155)..



```
when green flag clicked
  go to x: 115 y: -155
  forever
    change x by -10
    if touching dinosaurs then
      broadcast Game Over
      stop all
    if < -230 > x position then
      go to x: 245 y: -155
```



❖ Prepare the code for the sprite as follows.

❖ When you click on the green flag, adjust the code so that X position is (-29) and Y position is (134). Continue to decrease the X position by 10. If the X position is less than (-230), adjust the code to make X position (245) and Y position (134).



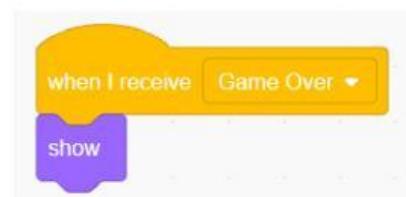
```
when green flag clicked
  go to x: -29 y: 134
  forever
    change x by -10
    if < -230 > x position then
      go to x: 245 y: 134
```



- ❖ Prepare the code for the sprite as follows.
- ❖ When you click on the green flag, this sprite should be hide.



- ❖ This sprite should be shown when a message is received as Game Over.



- ❖ Prepare the code for the backdrop as follows.
- ❖ When you click on the green flag, there should be backdrop1.



- ❖ When you receive a message as Win, there should be backdrop2.

