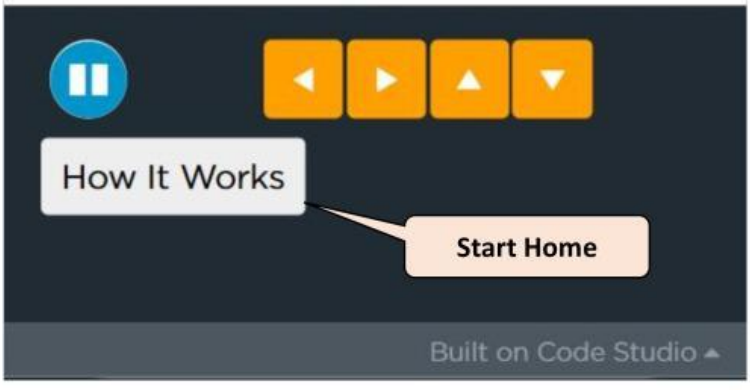
Project 14
14 වන ව්‍යාපෘතිය

DP EDUCATION

Coding School





LIVEWORKSHEETS

Let's help the fish find food..

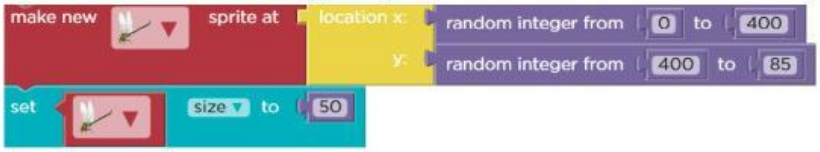
- The background you need is given by the function called BG & S. The background is as follows.



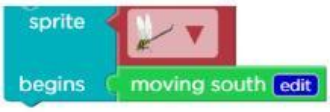
- Add a fish sprite using Make new sprite



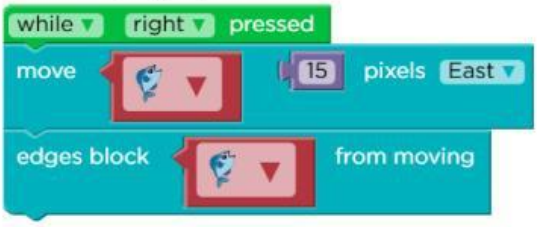
- Add a dragonfly using Make new sprite. Enter values for the dragonfly's location in the range 0 to 400 for the X value and 400 to 85 for the Y value. Set the size of the dragonfly to 50.

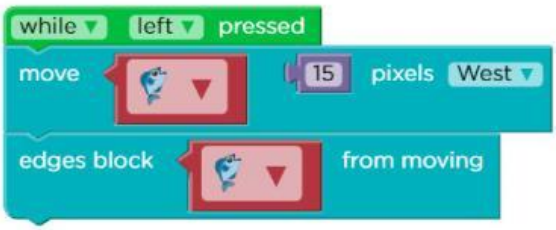


- Use blocks as below to make the dragonfly move in the right direction.



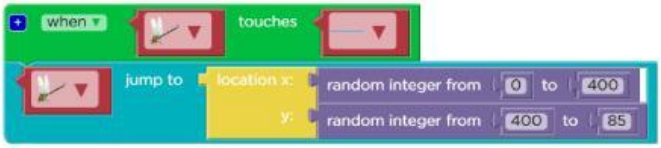
- While clicking the right arrow key and left arrow key, the fish should move east and west by 15 pixels and block the movement of the fish at the edges. For that, apply blocks as follows.



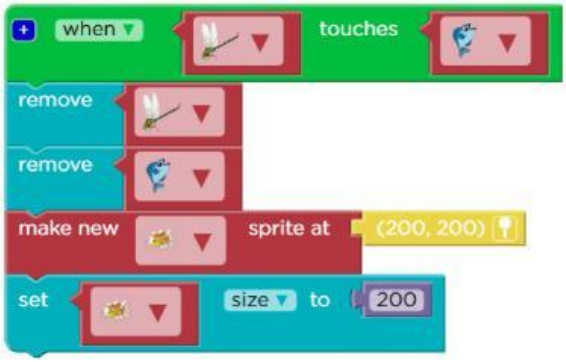


LIVEWORKSHEETS

❖ When the dragonfly touches the blue water wave, use the following blocks to make the dragonfly jump in the range of 0 to 400 for the X value and 400 to 85 for the Y value..



❖ To make the dragonfly and the fish disappear when the dragonfly touches the fish, you win sprite should appear on the screen and set its size to 200. For that, apply blocks as follows.



Select suitable block and match.

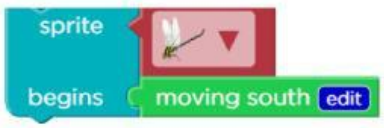
1. Blocking the movement of the fish at the edges.
2. Dragonfly moving in a southerly direction.
3. The fish moves 15 pixels west.
4. The value of dragonfly jumps between 0 and 400 and the value of between 400 and 85.
5. The fish disappears.











LIVEWORKSHEETS