Project 18

DP EDUCATION
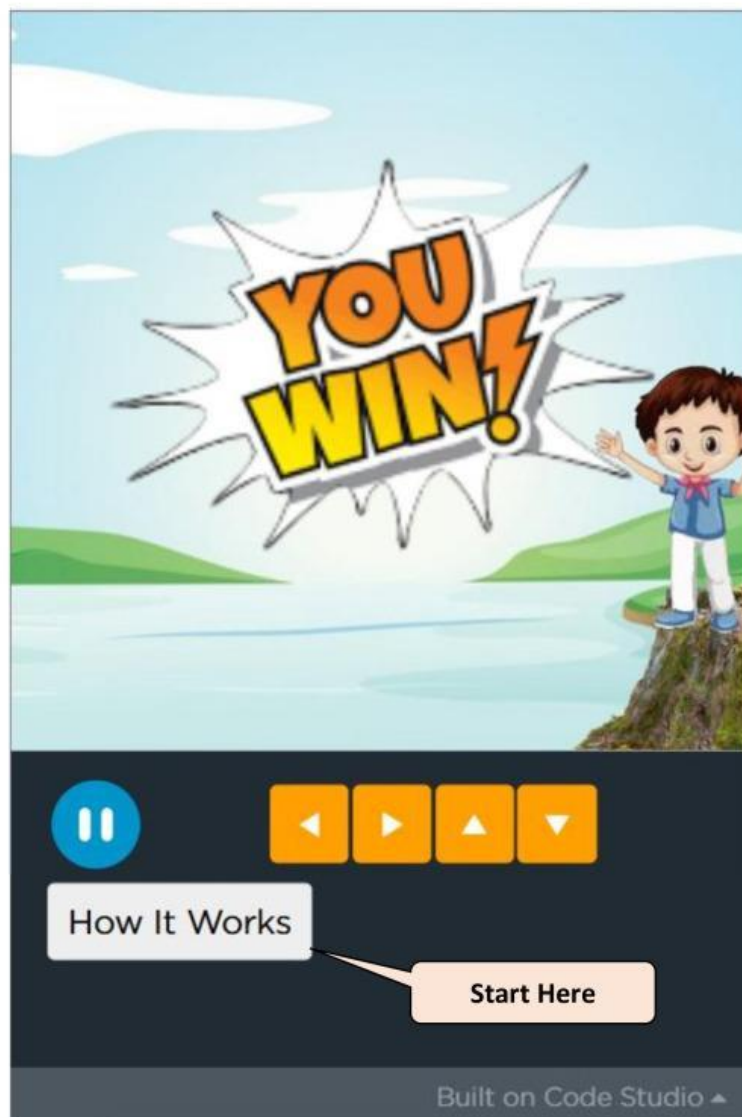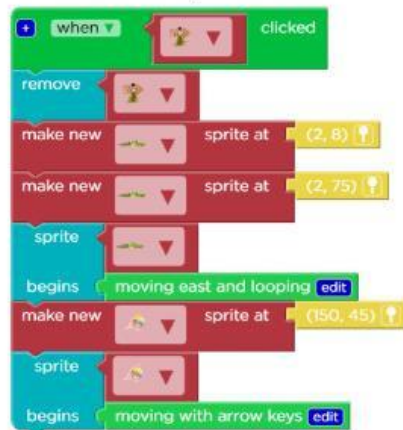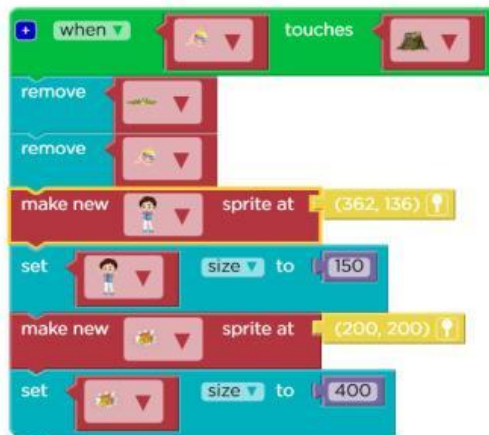
Coding School

18

❖ A Function called Background and Sprites is created and given the background and some other frames you need. You will get a screen like below by that Functions.
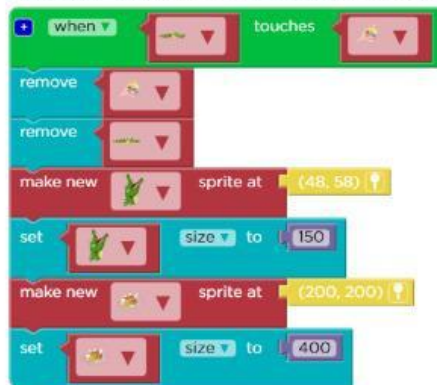

❖ When you click on the start sprite, the start sprite will disappear, and when the images of two crocodiles appear, the two crocodiles will continue to move to the east, and an image of a swimming child will appear, then use the arrow keys to move the child in all four directions as follows.

❖ When the swimming boy touches the block, the sprites of the crocodile and the swimming boy will not appear and add a sprite of a happy child on that block. Its size is 150. Also add a sprite that says "You win" and give its size as 400. If that happens, the following blocks done by.

```
when ▼ [🏊] ▼ touches [⛰] ▼
remove [🐊] ▼
remove [🏊] ▼
make new [🧍] ▼ sprite at (362, 136) 📍
set [🧍] ▼ size ▼ to 150
make new [🎉] ▼ sprite at (200, 200) 📍
set [🏆] ▼ size ▼ to 400
```

❖ When the swimming boy touches the crocodiles, the sprites of the crocodiles and the swimming boy will disappear and add a sprite of a happy crocodile. Its size is 150. Also add a sprite saying "You lose" and give it a size of 400. This is done by the following blocks..

```
when ▼ [🐊] ▼ touches [🏊] ▼
remove [🐊] ▼
remove [🐊] ▼
make new [🐊] ▼ sprite at (48, 58) 📍
set [🐊] ▼ size ▼ to 150
make new [🐊] ▼ sprite at (200, 200) 📍
set [🐊] ▼ size ▼ to 400
```
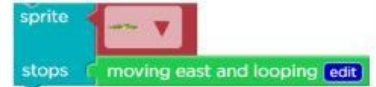
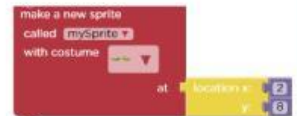❖ When the two crocodiles touch the log, apply the following to move the crocodiles 150 pixels towards the west.

```
when ▼ [🐊] ▼ touches [⛰] ▼
move [🐊] ▼ 150 pixels West ▼
```
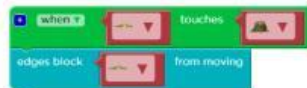
Choose the correct answer.

1. What are the relevant blocks for the crocodile to continue moving east?

sprite ▼ begins moving east and looping edit

sprite ▼ begins moving east edit

sprite ▼ stops moving east and looping edit

2. What block is used to join two crocodiles at (2,8) and (2,75)?

make 2 new ▼ sprites

make new ▼ sprite at (2, 8)
make new ▼ sprite at (2, 75)

make a new sprite called mySprite ▼ with costume ▼ at location x 2 y 8

3. What are the blocks related to moving 150 west when the crocodile's trunk touches?

when ▼ ▼ touches ▲ ▼
edges block ▼ from moving

when ▼ ▼ touches ▲ ▼
▼ jump to random location

when ▼ ▼ touches ▲ ▼
move ▼ 150 pixels West ▼

4. sprite ▼ begins moving with arrow keys edit   What does this set of blocks do?
   Arrow keys move the swimmer in all four directions.
   The swimmer moves in all four directions without stopping.
   The swimming boy moves in the east direction.

5. Which block is used to add the sprite mentioned as Start in the Functions mentioned as Background and Sprite?

make new ▼ sprite at (86, 146)

make 1 new ▼ sprites

create burst ▼ effect with 1 ▼ sprites