

Project 142

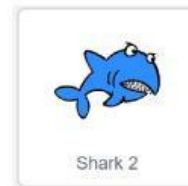


Coding School

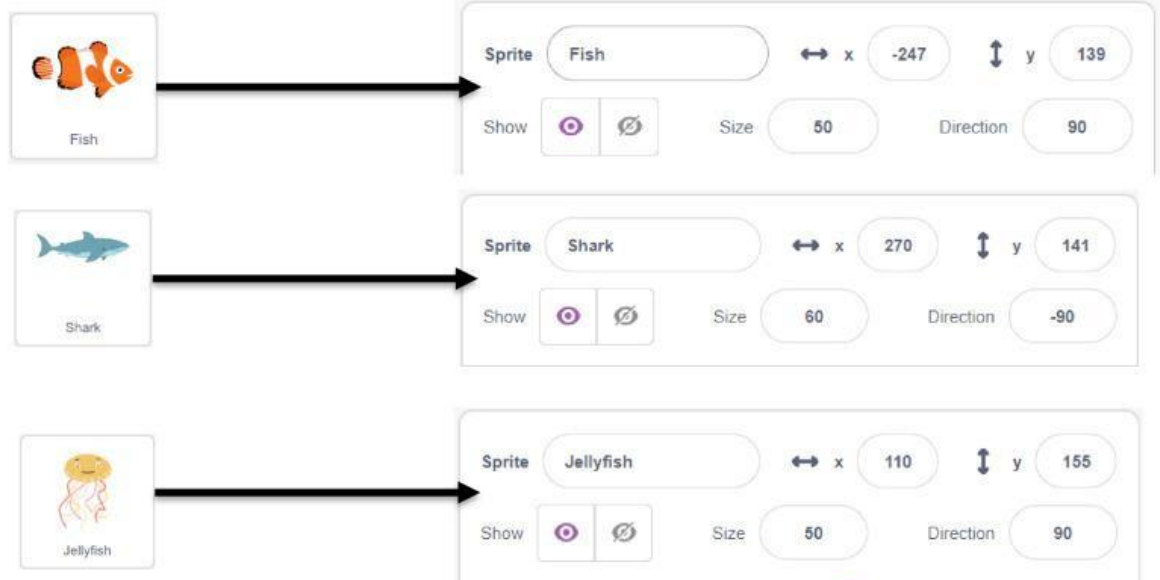


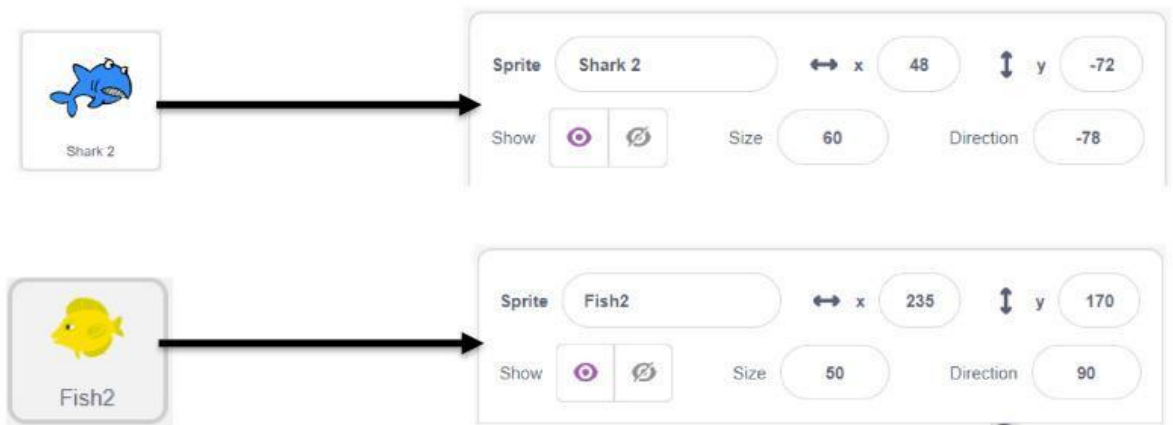
Let's create a game.


- ❖ To create the game, make the design as follows.
- ❖ Add the underwater1 backdrop by clicking on Choose a Backdrop.
- ❖ Click on Choose a sprite and click on Animals. Add the Fish, Shark, Jellyfish, Shark2, and again a Fish sprite under Animals. For the Fish sprite, add the picture of the yellow fish shown in the fifth picture. (Add the fourth picture under Fish costume.)



- ❖ Adjust the X,Y position and size of the added sprites as shown in the diagrams below.





- ❖  Prepare the code for the sprite as follows.

- ❖ Select the sound called bite using Choose a sound.

- ❖ When you click on the green flag, X position should be -252 and Y position should be -19. A message should be broadcast as Fish A for three seconds.




- ❖ After receiving a message as Fish A, the position of the Fish sprite should be between X position -252 and Y position -180 to 180. The X position should change by 5 continuously. The Fish should be at 90 degree position.



- ❖ After receiving a message as Touch Fish, the position of the Fish sprite should be between X position -252 and Y position -180 and 180 and the sound mentioned as Bite should be released.

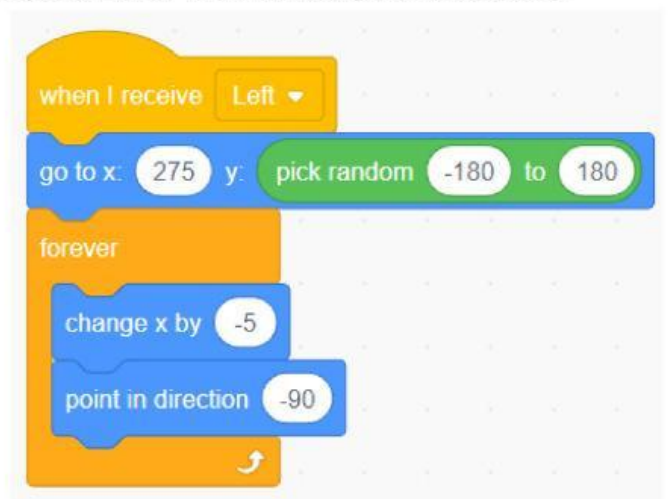


- ❖  Prepare the code for the sprite as follows.

- ❖ When you click on the green flag, a message should be continuously broadcast as Left for 4 seconds



- ❖ After receiving a message as Left, the position of the shark2 sprite should be between X position 275 and Y position between -180 and 180. X position should change continuously by -5. Fish should be at -90 degree position.

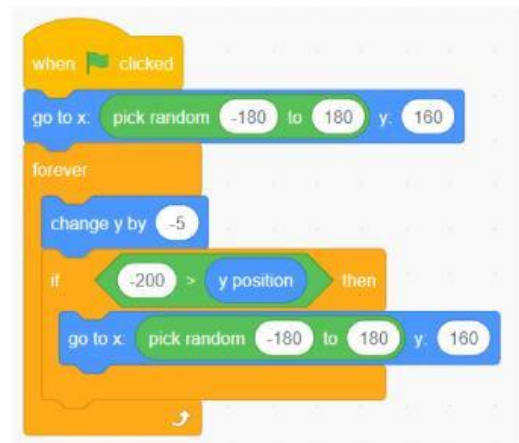


- ❖ After receiving a message as a touch shark, all the events that happen should stop.



- ❖  Let's prepare the code for the sprite.

- ❖ Select the sound called crash beatbox using Choose a sound.
- ❖ When you click on the green flag, X position should be between -180 and 180 and Y position should be 160. The Y position should continuously vary by -5. If Y position is less than -200 then X position should become between -180 and 180 and Y position should become 160.



After receiving a message as touch jellyfish, the position of the fish sprite should be between X position -180 and 180 and Y position should be 160 and the sound mentioned as crash beatbox should be released.





Let's prepare the code for the sprite.



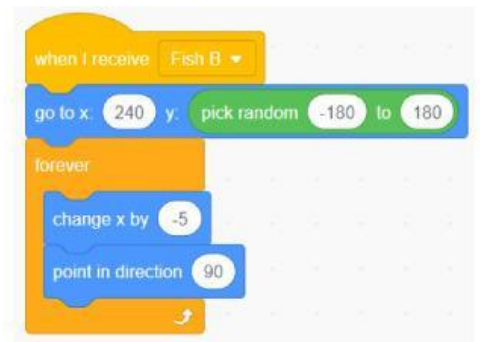
Select the sound called bite using Choose a sound.



When you click on the green flag, X position should be 245 and Y position should be -57. A message should be broadcast as Fish B for 3 seconds continuously.



After receiving a message as Fish B, the position of the Fish sprite should be between X position 240 and Y position between -180 and 180. X position should change continuously by -5. Fish should be at 90 degree position.



After receiving a message as Touch Fish1, the position of the Fish sprite should be between X position 240 and Y position -180 to 180 and the sound mentioned as Bite should be released.





Let's prepare the code for the sprite.

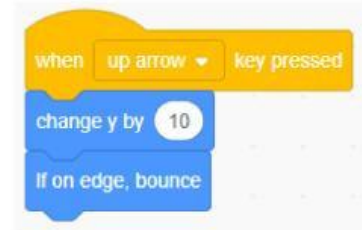
❖ Prepare the code for the following events to occur when the green flag is clicked

- Prepare a variable as Score. Set its initial value to 0.
- Must have the shark-2a costume at the start.
- Prepare the code for the following events to occur continuously.

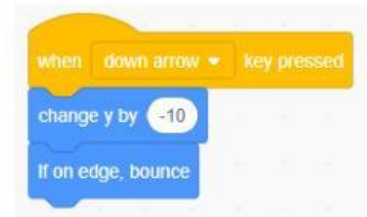
- When the Shark 2 sprite touches the Fish sprite, a message should be broadcast as Touch Fish and the Score should increase by 1. When the Shark 2 sprite touches the Fish2 sprite, a message should be broadcast as Touch Fish1 and the Score should increase by 1
- When the Shark 2 sprite touches the shark sprite, a message should be broadcast as Touch shark.
- When the shark 2 sprite touches the jellyfish sprite, a message should be broadcast as a touch jellyfish and the score should decrease by 1 each.



- ❖ When you click on the Up arrow key, the Y position should change by 10 and the screen should stop moving from the edge.



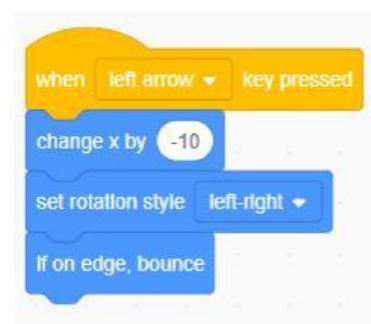
- ❖ When the down arrow key is clicked, the Y position should change by -10 and the screen should stop moving from the edge



- ❖ When you click on the right arrow key, the X position should change by 10 and rotate in the left and right directions. The screen should stop moving from the edge



- ❖ When left arrow key is clicked the X position should change by -10 and rotate in left and right directions. The screen should stop moving from the edge



- ❖ When Touch Fish1 receives a message, shark2-b should become the costume and after 0.05 seconds, it should become shark2-a costume.



- ❖ When receiving a message as Touch Fish, it should become the shark2-b costume and after 0.05 seconds it should become the shark2-a costume.



- ❖ When you receive a message as a touch shark, it should become shark2-b costume and after 0.05 seconds it should become shark2-a costume.

