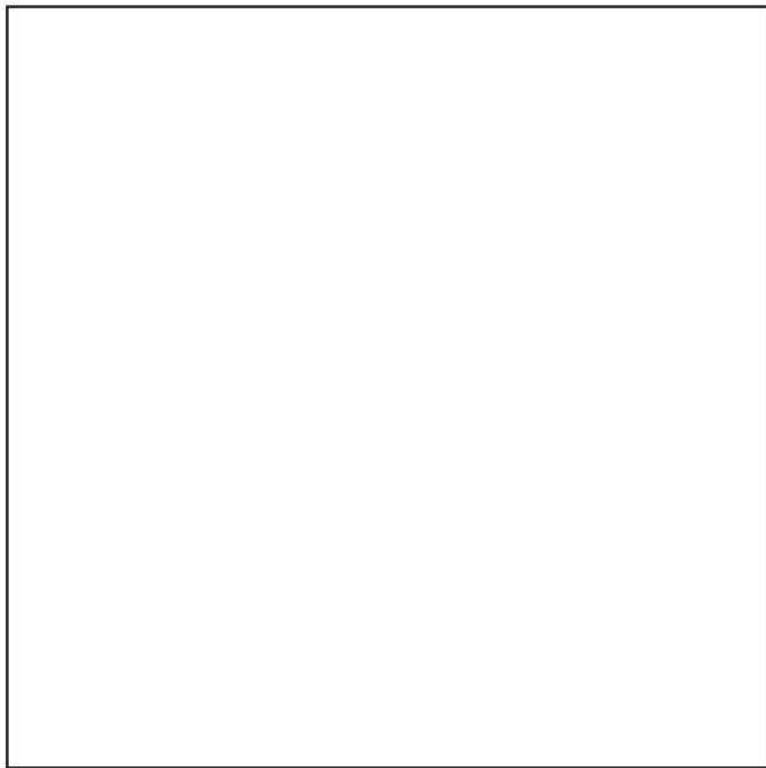


Project 153



Coding School



- ❖ Add the Neon Tunnel backdrop using Choose a backdrop.



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



- ❖ Add the Ball sprite again using Choose a sprite. Name the sprite as shooter. Set its X, Y position and size as below.



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



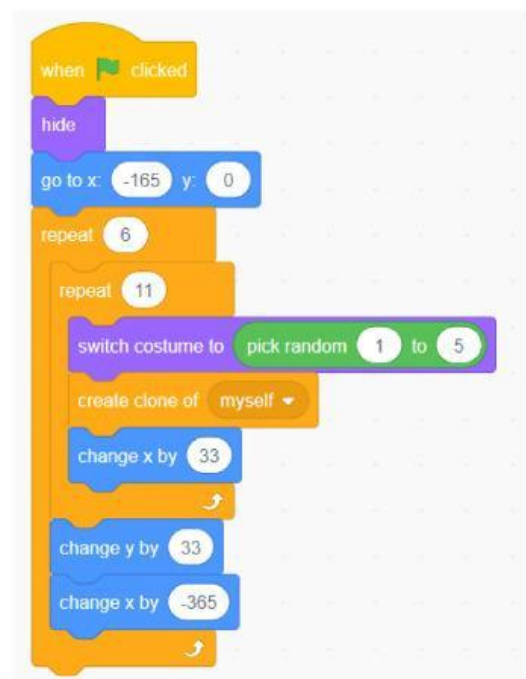
- In the Arrow sprite, select the top left image from the costume.



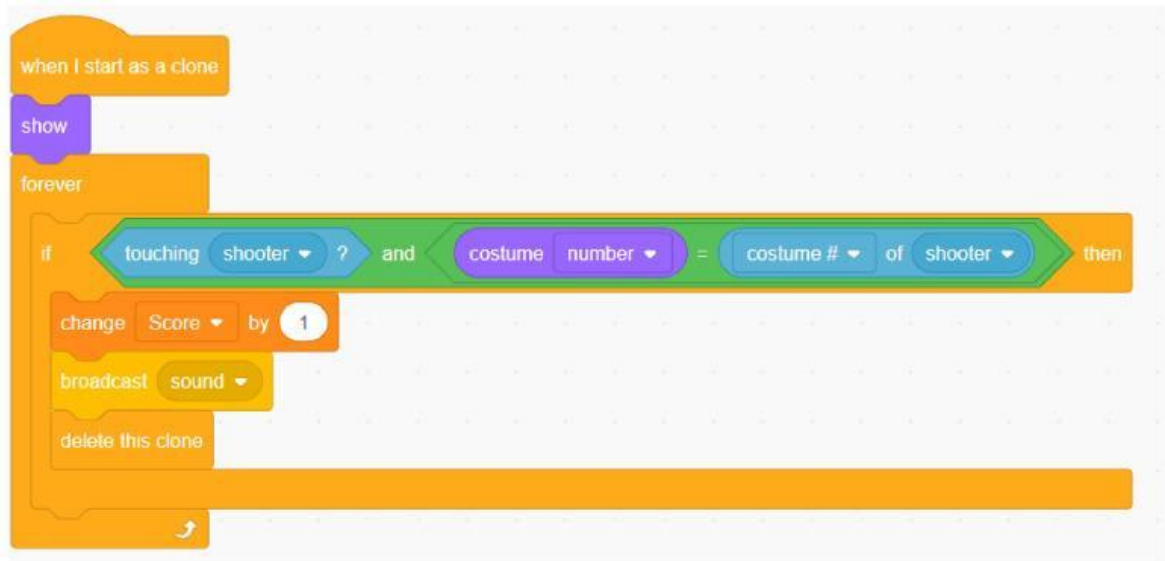
❖ Let's prepare the code now.

❖ First, let's prepare the code for the Ball sprite.

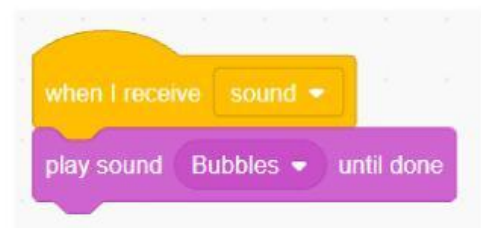
- ❖ When you click on the green flag, the Ball sprite should be hidden and its X position should be -165 and Y position should be 0. In addition, the following should happen.
 - Set its value to 6 using a Repeat block.
 - There should be 11 Balls for one row. For that, use another Repeat block and give its value as 11. In that, add the block related to changing the costume random from 1 to 5 of the Ball sprite. The new clone should be prepared and their X location should be changed by 33 each.
 - Now you have finished preparing the block set related to preparing a row with Ball 11.
 - To prepare 6 rows with Ball 11, in the block given value as 6 for Repeat block, prepare the code as follows to increase Y position by 33 and X position to decrease by 365.



- ❖ The prepared clone should be show and the following events should happen continuously, use a forever block for that.
 - When this sprite is touched by the shooter sprite and the costume number of this sprite is the same as the costume number of the shooter sprite, the value of the score variable should be increased by 1 and a message should be received as a sound and this clone should be deleted.



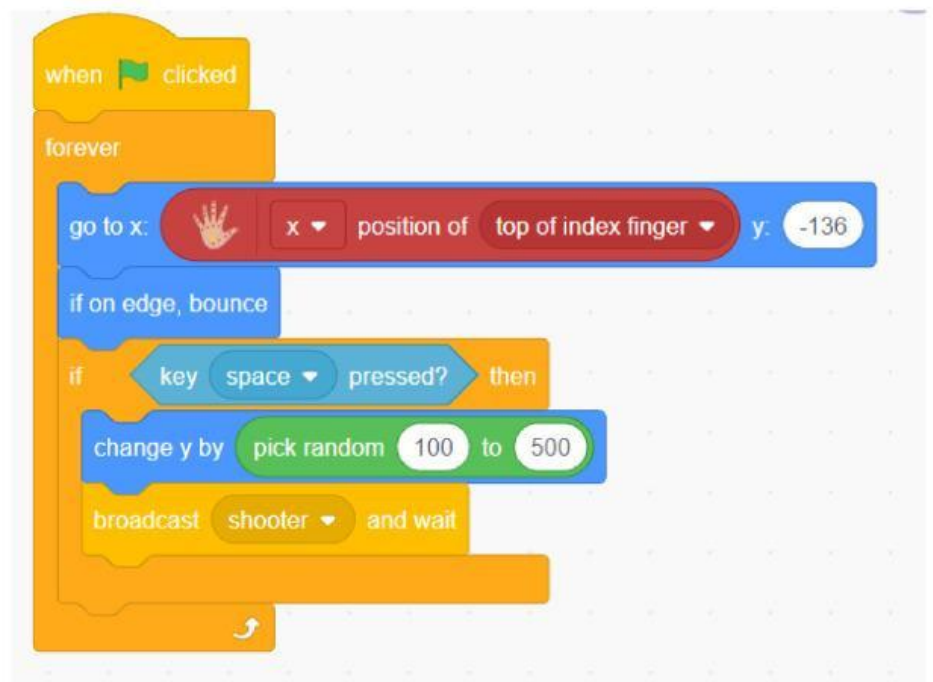
- ❖ Click on Sound and select the bubbles sound.
- ❖ When a message is received as a sound, prepare the code as follows to play the sound called bubbles.



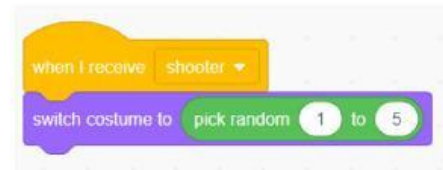
- ❖ Let's add a Human Body Detection extension for Add Extension.



- ❖ Let's now prepare the code for the shooter sprite.
- ❖ When clicking on the green flag, always give the position of the top of your thumb for the shooter sprite's X position. Enter -136 for the Y position. Can't move away from the screen. The Y position should change between 100 and 500 and a message should be broadcast as a shooter. For that, prepare the code as follows.



- ❖ When you receive a message as a shooter, the Ball sprite's costume should change from 1 to 5 randomly.



- ❖ Let's now prepare the code for the Arrow 1 sprite.
- ❖ Prepare the code so that the following events occur when the green flag is clicked.
 - Prepare a variable as Score. Set the value of Score variable as 0.
 - Camera must be on
 - Make this sprite a black layer.
 - Here your hand should be continuously analyzed and the position of the top of the right hand finger of your hand should be given for the location of the Arrow 1 sprite. For that, prepare the code as follows.

