Project 155

DP EDUCATION

**Coding School**

155
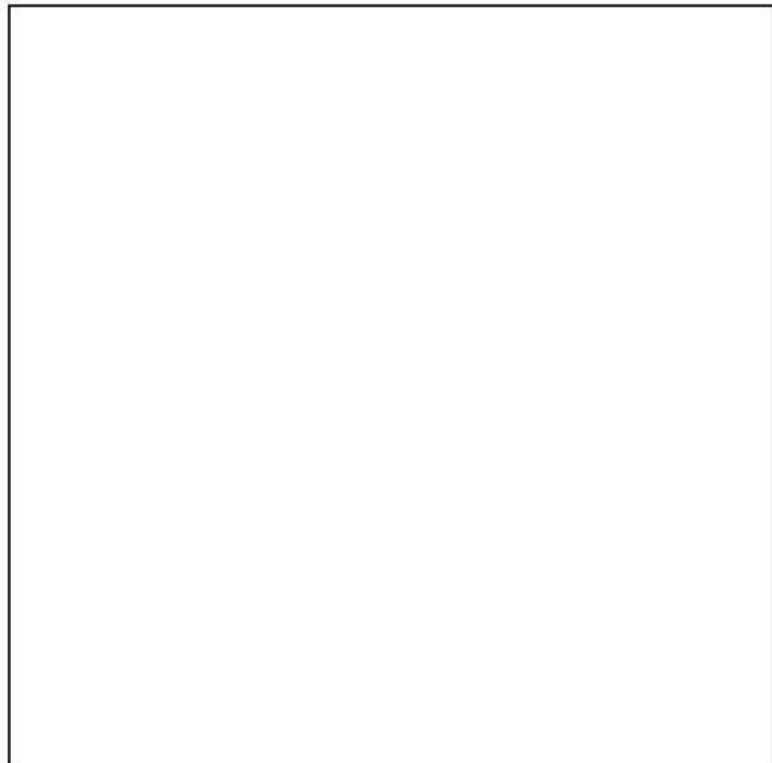
❖ Prepare a black background using print for backdrop.
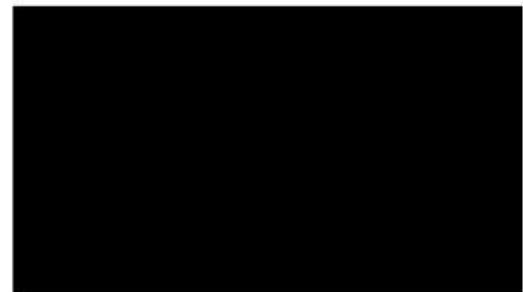
❖ Create a white circle using print. Set its X, Y position and size as below. Name it snakes.

Sprite	Snake		↔ x	120	↕ y	0
Show	⊙	⊘	Size	100	Direction	90

❖ Create a small yellow box using print. Set its X, Y position and size as below. Name it Egg.

Egg

| Sprite	Egg		↔ x	-75	↕ y	75
Show	⊙	⊘	Size	100	Direction	90

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

Game Over

| Sprite	Sprite3		↔ x	16	↕ y	11
Show	⊙	⊘	Size	100	Direction	90

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

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

❖ First, prepare two variables as Direction and Long.
❖ Prepare the code so that the following events occur when the green flag is clicked.
  • The Snake sprite should be show.
  • The position of the Snake sprite should be X position 0 Y position 0.
  • At the beginning the Direction variable should be assigned as right.
❖ Add a forever block as the following events must occur continuously. Add the following events to the block set forever block. If the value of the direction variable is up, then the value of the Y position should increase by5.
  • If the value of the direction variable is down, the value of the Y position should be reduced by 5 each.
  • If the value of the Direction variable is right, the value of the X position should be increased by 5 each.
  • • If the value of the Direction variable is left, the value of the X position should be reduced by 5 each.
  • • Prepare the code for Clone creation.

❖ The created clone should be deleted in seconds from the value assigned in the long variable.

```
when I start as a clone
wait  Long  seconds
delete this clone
```
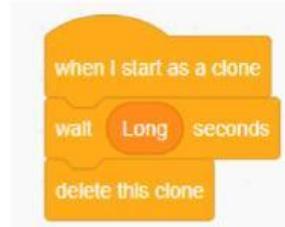
❖ Prepare the code so that the following events occur continuously when the green flag is clicked. When the snake sprite touches the edge, it should receive a massage as game over and this sprite should be hide. Also, prepare the code to stop all events. For that, prepare the code as follows.

```
when 🏳 clicked
forever
  if  touching  edge ▼  ?  then
    broadcast  Game Over ▼
    hide
    stop  all ▼
```
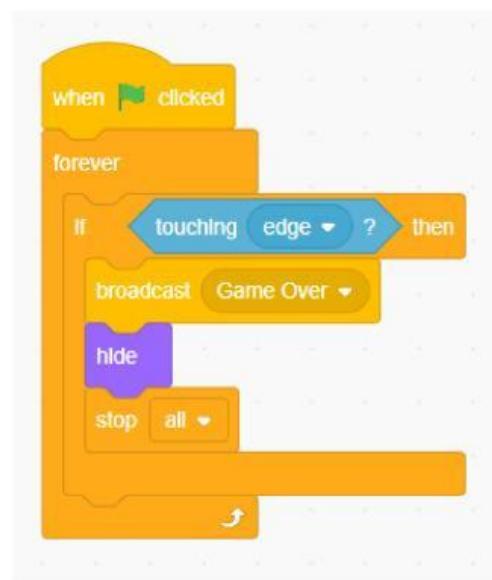
❖ When you click on the Up arrow key, the Direction variable should be assigned as up.

```
when  up arrow ▼  key pressed
set  Direction ▼  to  up
```

❖ When you click on the Down arrow key, the Direction variable should be assigned as down.
❖ When you click on the left arrow key, the direction variable should be assigned as left.

❖ When you click on the right arrow key, the direction variable should be assigned as right.

❖ Let's now prepare the code for the Egg sprite.

❖ First set a variable as Score.

❖ Prepare the code so that the following events occur when the green flag is clicked.

    • Prepare the code to show this sprite.

    • Give the initial value of Score and Long variables as 0.

    • The X position of this sprite should be between -110 and 250 and the Y position should be between -200 and 80.

    • Use a forever block because it has to happen continuously. Then add an if block to it and give the command when the snake touches this sprite.

    • When the snake touches this sprite, the value of the Long variable should change by 0.1 and the value of the Score variable should change by 1. Also, the X position of this sprite should be between -110 and 250 and the Y position should be between -200 and 80 .

```
when 🏴 clicked
show
set Score ▾ to 0
set Long ▾ to 0
go to x: pick random -110 to 250 y: pick random -200 to 80
forever
    if touching Snake ▾ ? then
        change Long ▾ by 0.1
        change Score ▾ by 1
        go to x: pick random -110 to 250 y: pick random -200 to 80
```
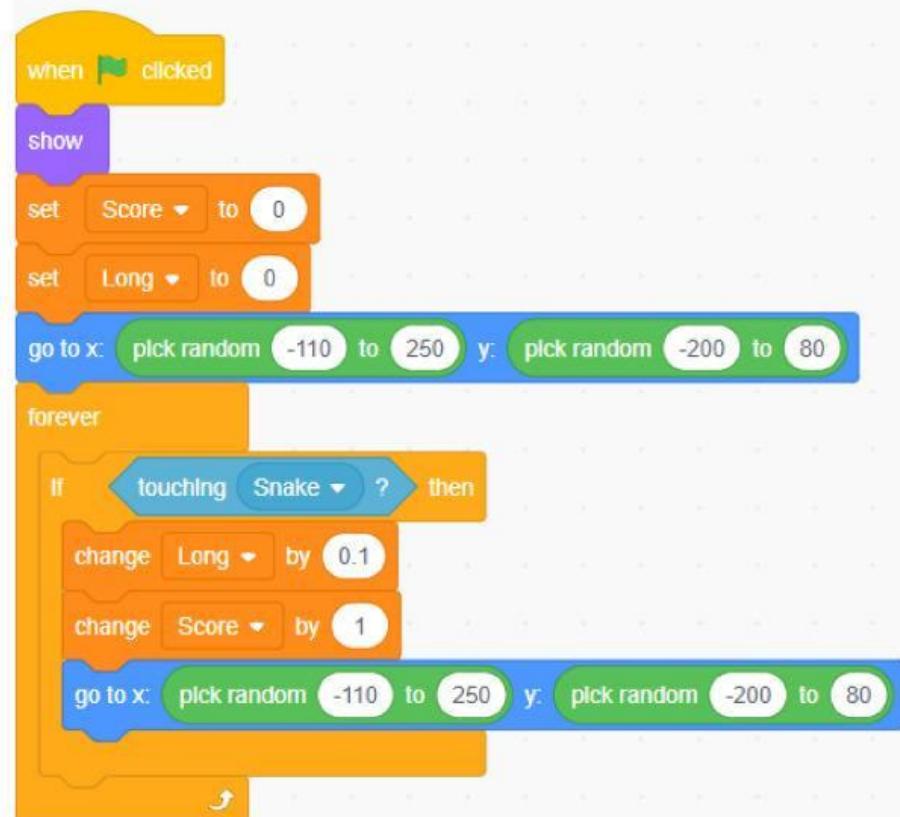
❖ This sprite should hide when a message is received as game over.

❖ Now let's prepare the code for the Game over sprite.

❖ This sprite should be hide when placed on the green flag.
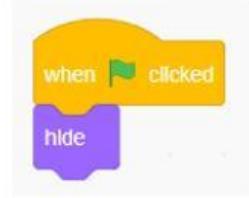
❖ This sprite should be shown when a massage is received as game over.