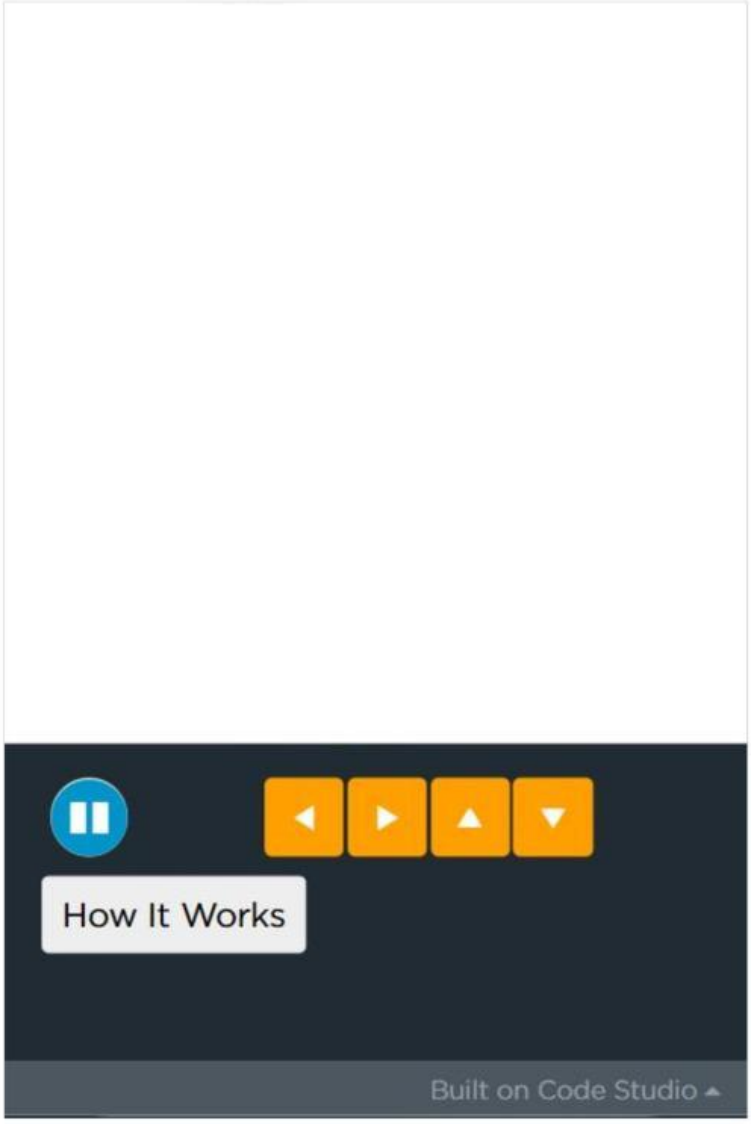
Homework Assignment

26

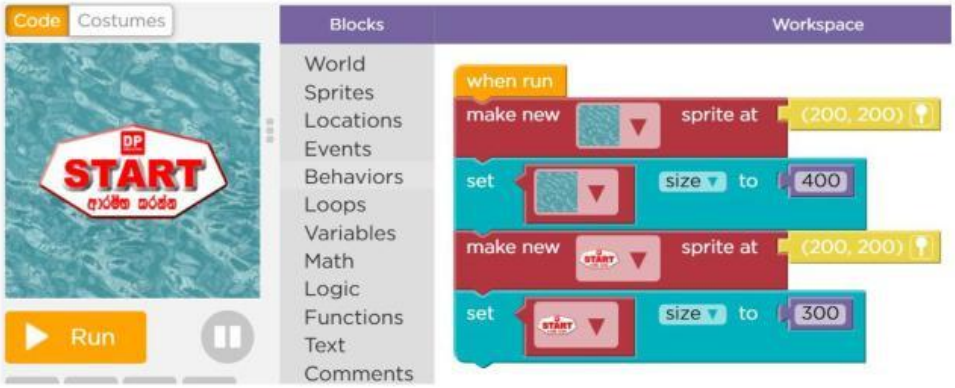
DP EDUCATION

Coding School

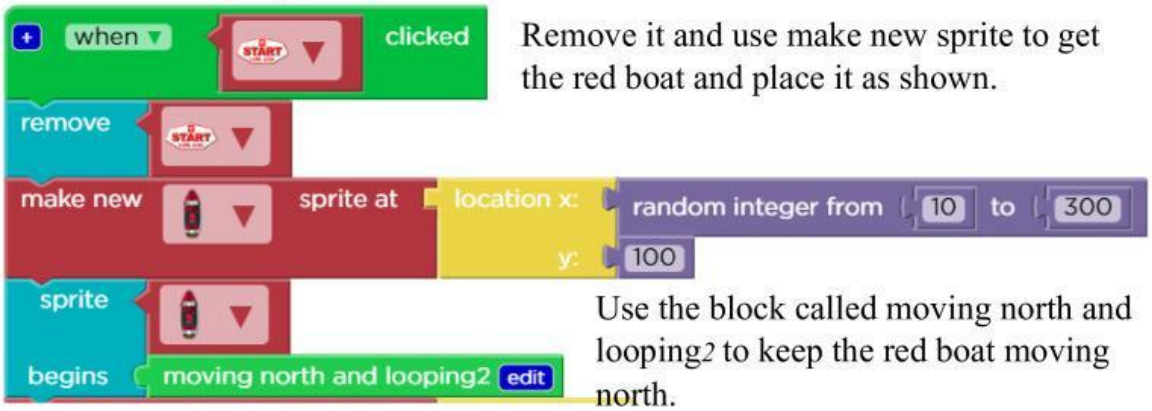


LIVEWORKSHEETS

- You get the start screen as below.



- When the Start image is clicked ,

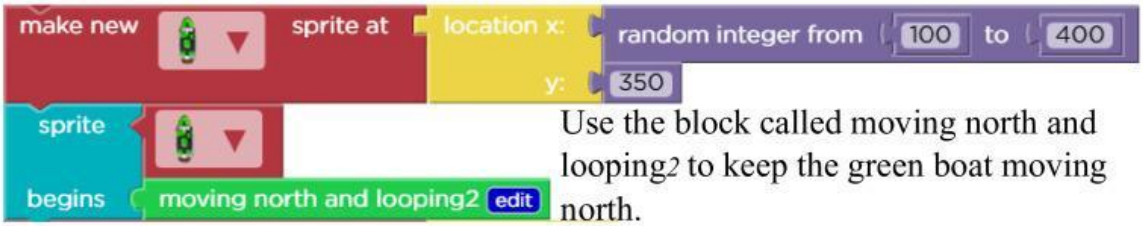


Remove it and use make new sprite to get the red boat and place it as shown.

Use the block called moving north and looping2 to keep the red boat moving north.

Get the blue boat that we are going to play by making new sprite

Get the green boat by make new sprite and position it as shown



Use the block called moving north and looping2 to keep the green boat moving north.

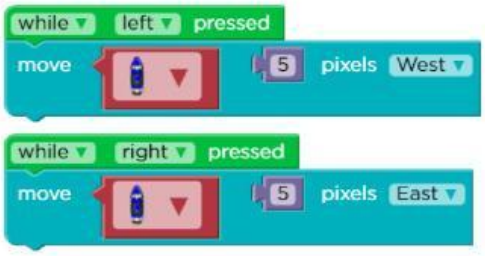
Get the red buoy (mark in the water) by make new sprite and place it as shown in the image.

LIVEWORKSHEETS

Use the block called moving south and looping2 to move the red buoy continuously to the right.

Create a variable called Score to indicate the score in the future and add it to the above blocks

- Arrange the blocks to make the blue boat move left and right using Arrow keys.



If the red buoy touches the green boat, the y position of the buoy should be 600.

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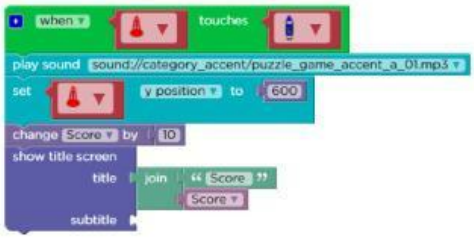
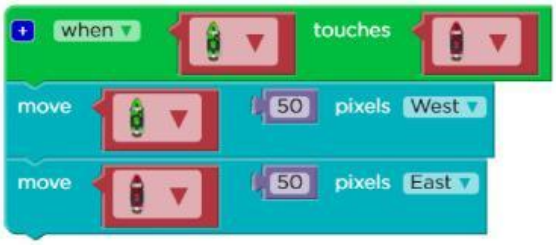


If the red buoy touches the blue boat, the y position of the buoy should be 600.
Give proper sound.
Collect 10 points and arrange the blocks to show the points.



If the green and red boats touch each other
Green boat 50 pixels
To go west
Also set the red boat to go 50 pixels east.

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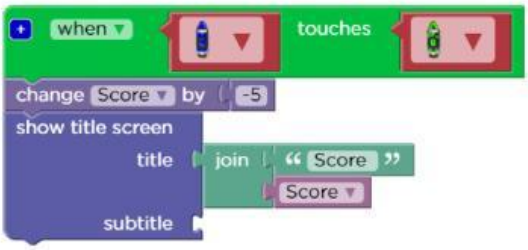
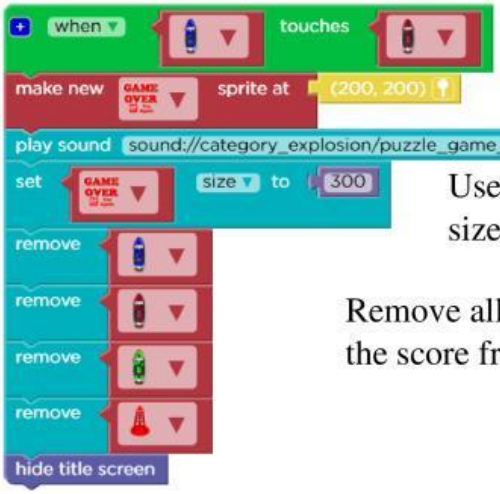
LIVEWORKSHEETS



If the blue and green boats touch each other
Set to decrease by 5 points
Display those scores on the screen.



If the blue and red boats touch each other

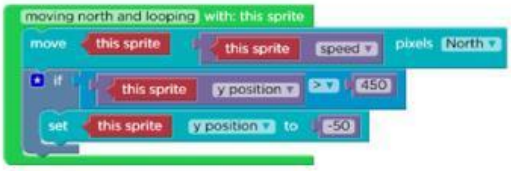
GAME OVER should appear

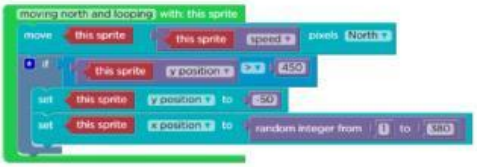
Use an appropriate sound there. Set the size of GAME OVER to 300.

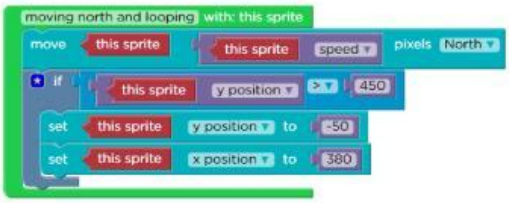
Remove all 3 boats and the buoy and stop the score from appearing.

Select the correct answer.

1. In the game that you set, the red boat moves towards the north without stopping and if the Y value of the red boat is greater than 450, the Y value should be moved to -50 and the X value should be moved from 1 to 380. For this, a Behavior named moving north and looping should be prepared in the Behavior. Select the blocks set related to the behavior named moving north and looping.



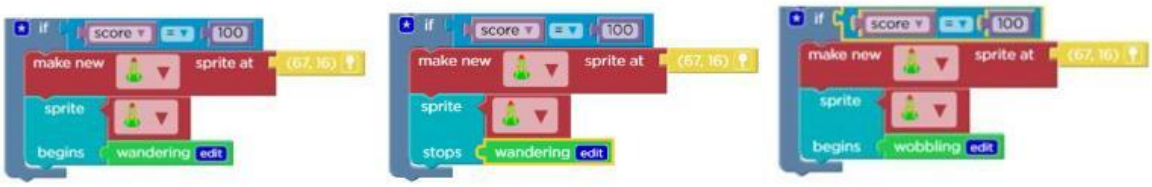




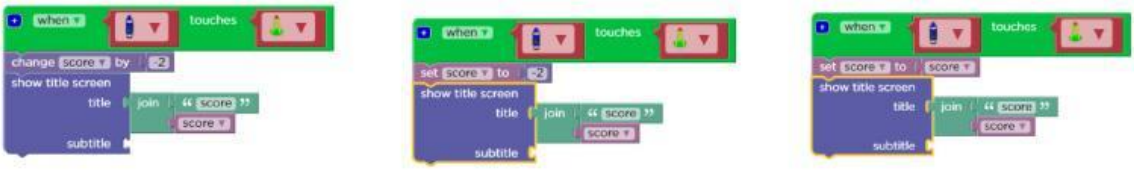
LIVEWORKSHEETS

2. The blue boat you are playing can be moved until it disappears from the screen when you click the left and right arrow keys. Do you remember the blocks that should be added?

3. When the score is equal to 100 , do you remember the blocks needed for this to move across the screen?



4. Do you remember the blocks related to reducing *2* points each when it touches the blue boat?



5.

What is the purpose of using these blocks?

Hides the title.

Shows the title.

The size of the title is reduced and displayed on the screen.

LIVEWORKSHEETS