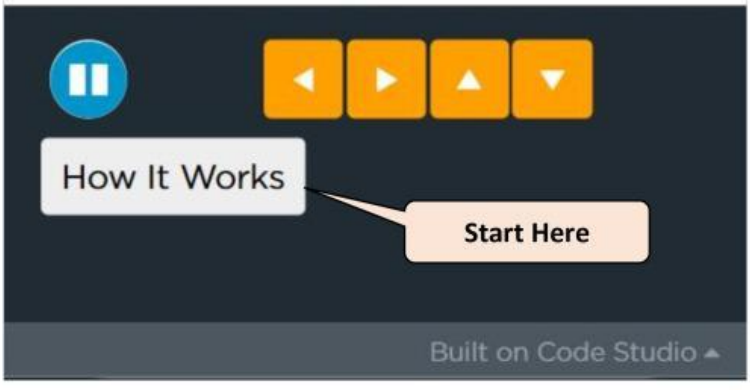
Homework Assignment

DP EDUCATION

Coding School





LIVEWORKSHEETS

Homework for project 31

Let's help Jerry get to the food that saves him from bad things.



- Some of the background and sprites you need are provided in the Setup function.

- Create Jerry's Sprite at (200,200)..



- Adjust Jerry's size to 70. Use the set size block for that
- Jerry should be moved in all four directions by arrow keys. Use this block for that.



- Set Jerry mouse to hear a matching sound when it touches the piece of cheese. For that, use the play sound block.



- Use the remove block to remove the piece of cheese to show that Jerry has eaten the piece of cheese. Choose the piece of cheese as its costume.

- Increase Jerry's size by 10 to show that Jerry got bigger after eating the piece of cheese. Use the set size block for that.



- In the same way, after Jerry goes to the bowl of milk, the piece of cake and the piece of bread, remove them and enter a matching sound. Increase Jerry's size by 10 each time.
- Use the when touches block to create how the cat grabs the mouse when Jerry the mouse approaches Tom touches it. When Jerry touches Tom use the block below to transfer the mouse to the image of the cat holding



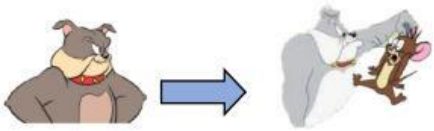
LIVEWORKSHEETS

- Set a cat screeching sound to play when the mouse catches Tom using the play sound block. For that select the cat music
- Use the remove block to remove Jerry when the mouse is caught by the cat. Since the game is over, create a new sprite that shows game over at (200,200) to show it as game over.

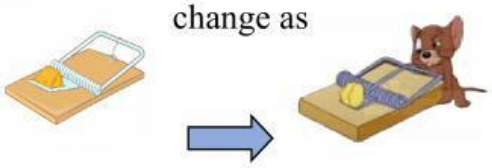


- As above, make the block that will change to the costume where the dog is holding Jerry when Jerry approaches the dog.



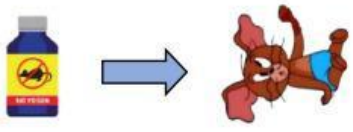


- Use the Play sound block to play a sound after the dog grabs Jerry. Use the music dog for that.
- Remove Jerry and create the game over sprite just like when Tom killed Jerry.
- Now let's create Jerry the rat's next dangerous location. That's rat scissors.
- When the mouse moves near rat scissors and touches it, use the costume that has caught Jerry in rat scissors to kill it, change costume to block and use it in the same way as above. Costume should change as below.



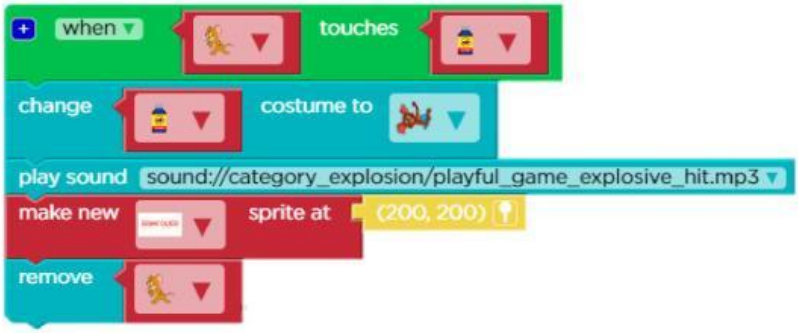
- Use the same play sound block as above to insert a sound similar to the sound heard when Jerry is caught by the scissors.
- Here too remove Jerry as above and create the game over section to be displayed.
- Let's use the change costume to block in the same way as above to create how Jerry moves to the bottle of rat poison and touches it.





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❖ Use the play sound block to create a matching sound and remove the mouse using the remove block as shown above and create it to appear as game over..



Select the correct answer

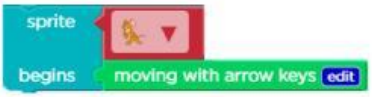
1. Select the block used to switch the cat to the costume holding the mouse when Jerry moves to the cat.

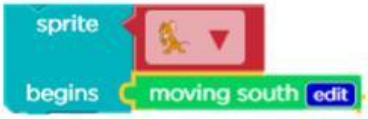


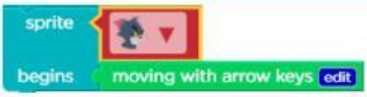




2. Select the block used to move the mouse around the screen.



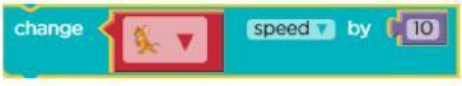




3. What is the block related to the size of Jerry the mouse when he goes near the food and eats it?

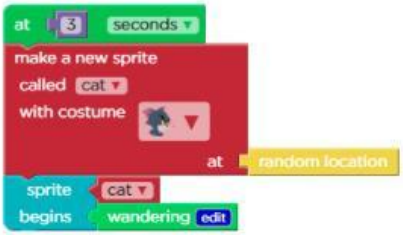


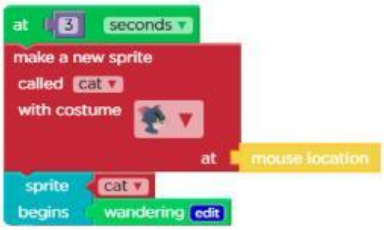


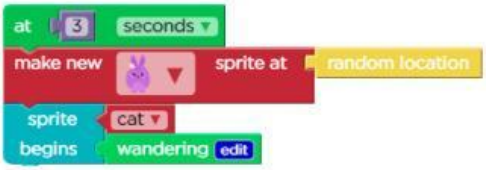


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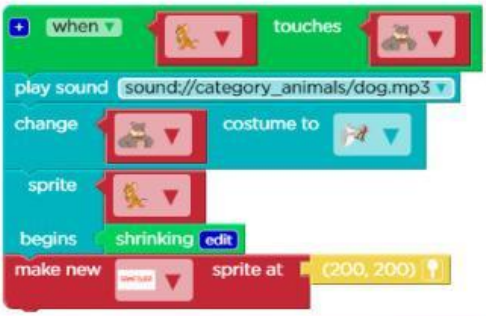
4. At the third second, select the correct blocks to create another Tom that appears from a random location, moves around the screen and tries to catch Jerry..

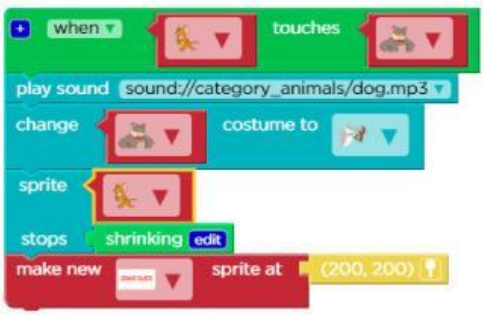


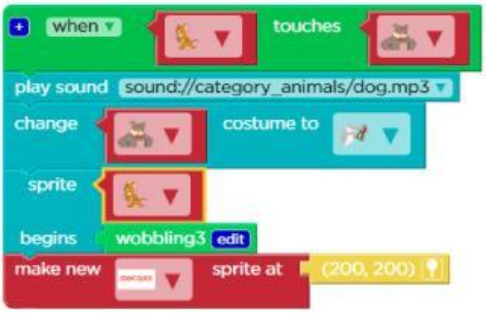




5. What are the blocks related to making Jerry disappear instead of disappearing when Jerry approaches the dog?







LIVEWORKSHEETS