Project 155

DP EDUCATION

Coding School

LIVEWORKSHEETS

❖ 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.

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

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

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❖ 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.

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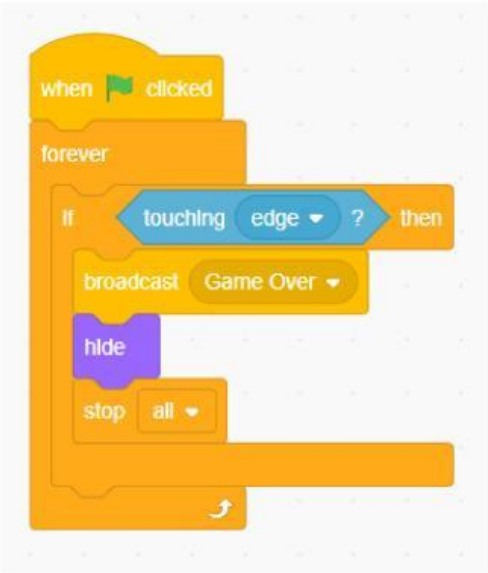
- The created clone should be deleted in seconds from the value assigned in the long variable.

- 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 you click on the Up arrow key, the Direction variable should be assigned as 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.

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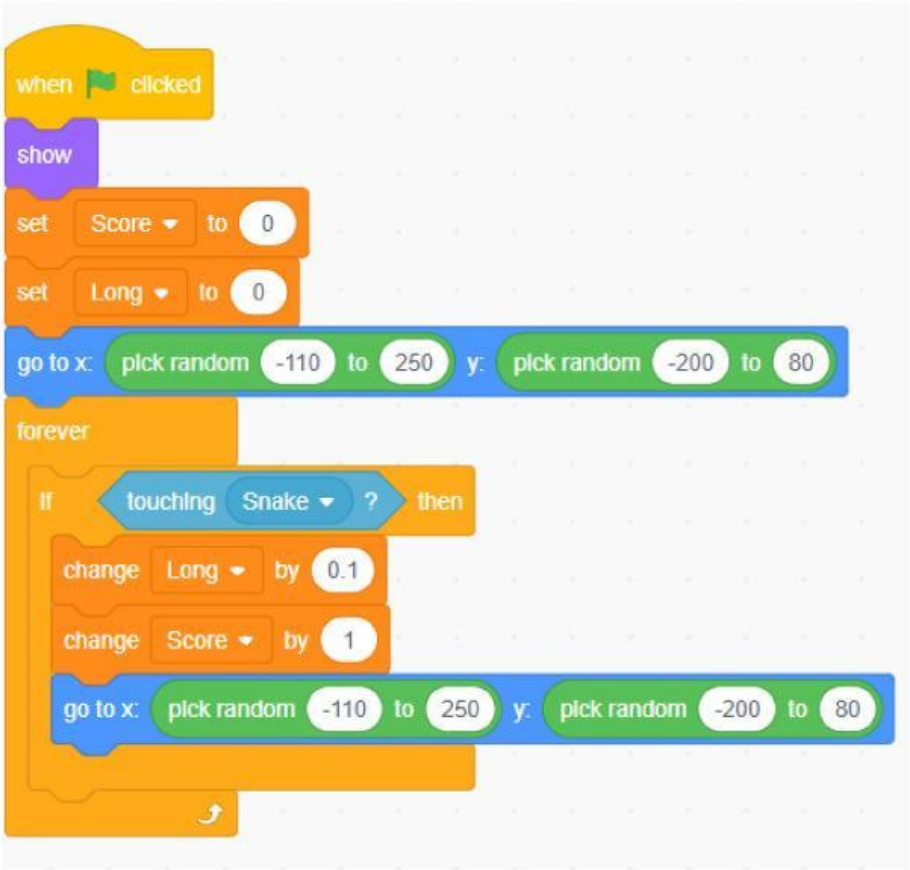
- When you click on the right arrow key, the direction variable should be assigned as right.
- Let's now prepare the code for the Egg sprite.

- 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 .



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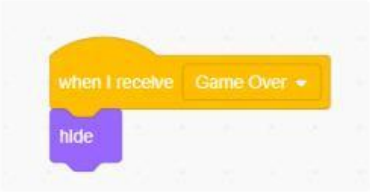
- This sprite should hide when a message is received as game over.



- 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.

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