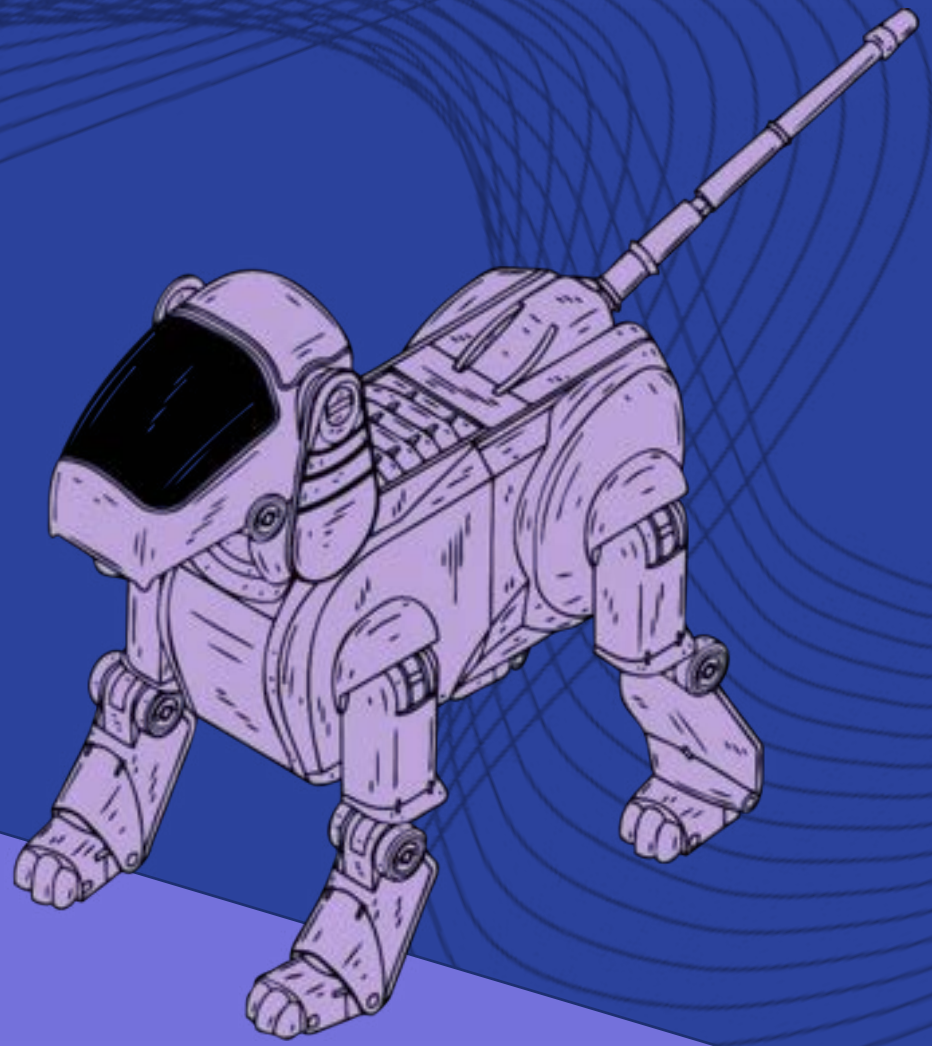
Café Simulator

Level 2 – Scratch

At Work



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Introduction

A coffee shop is renowned for being a relaxed social space. One of the primary reasons why coffee shops have become so popular over the last decade is the feeling of comfort and relaxation they can provide. Working in a coffee shop however is far from this level of relaxation.

Baristas in action have to quickly turn over drinks ordered by the customer and can get complaints if they do so incorrectly.

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Task

Your task is to finish this coffee shop simulator game using the template provided in order to allow the user to gain or lose points depending on accuracy of following instructions and completing orders

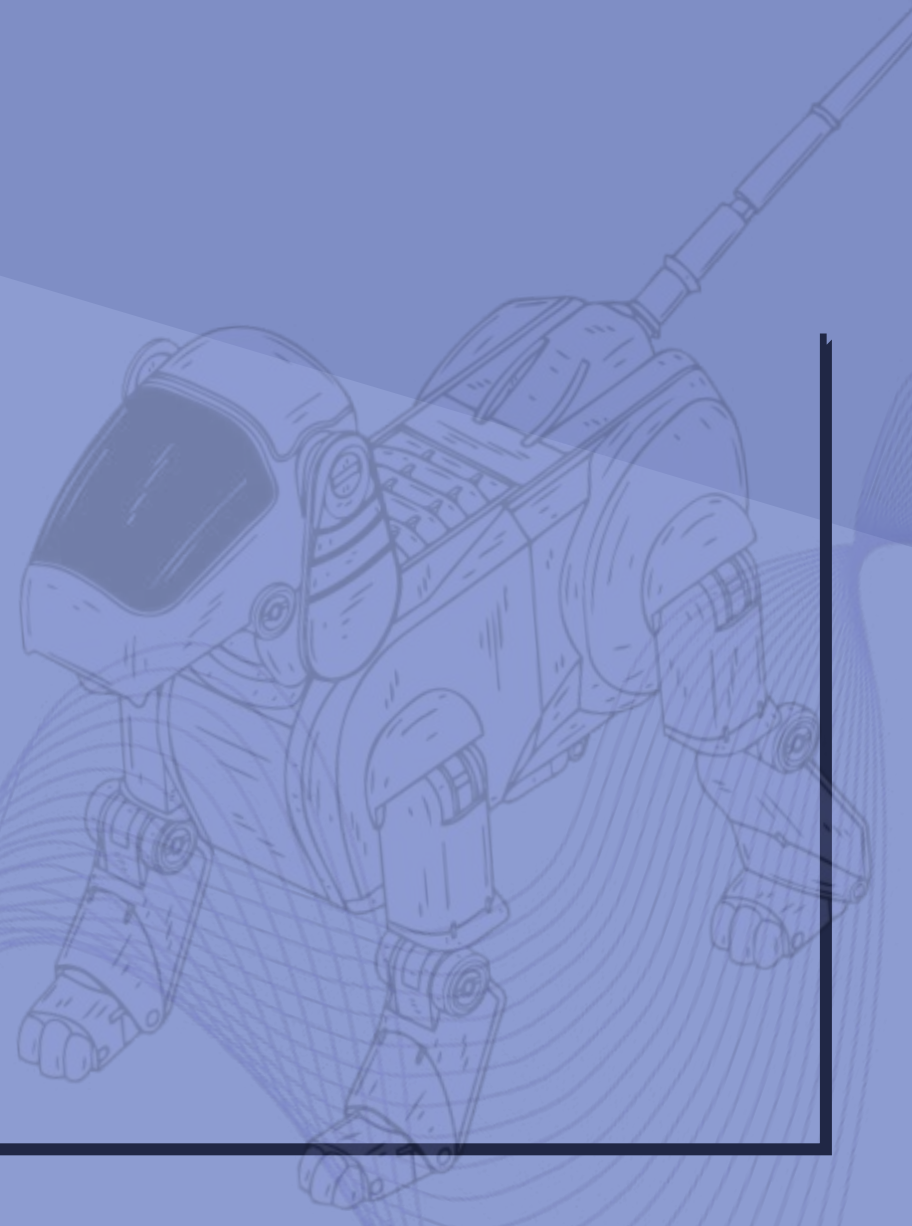
Process

Your code already...

- Contains a list of orders
- Has a built in scoring system
- Has a built in cup personalisation system

You should add...

- Movement to the different ingredients so that they move to the correct location when they are prompted to be poured into cup



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What the game will look like...

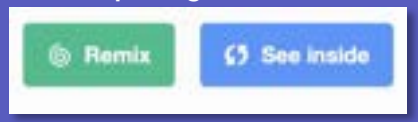
- The user is given an order
- The user then has to select each of the ingredients
- When they have completed the order they should press the “finished?” button and will gain a point if they get the order correct

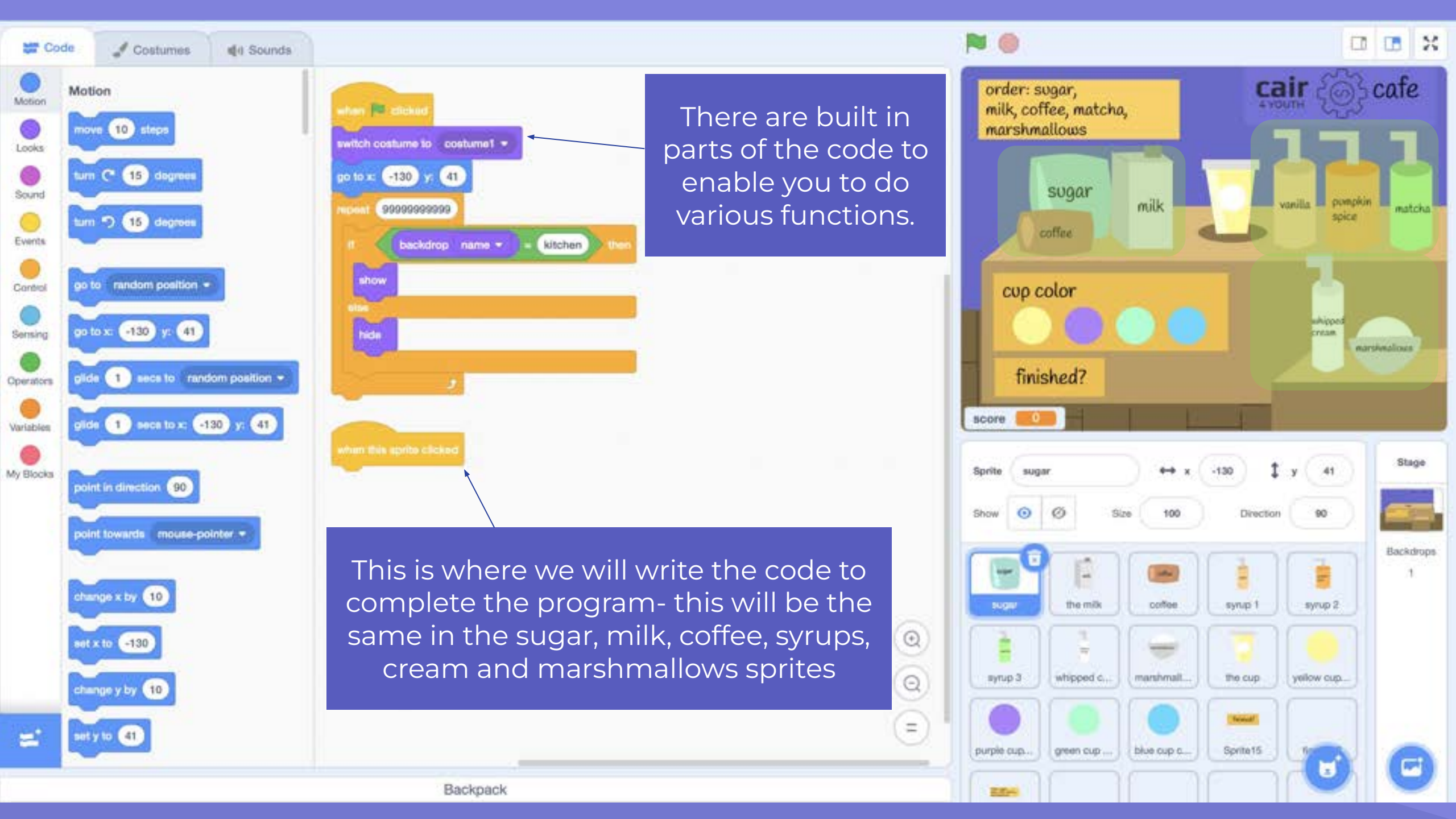
The template...

The link to the template is as follows
https://scratch.mit.edu/projects/660428383

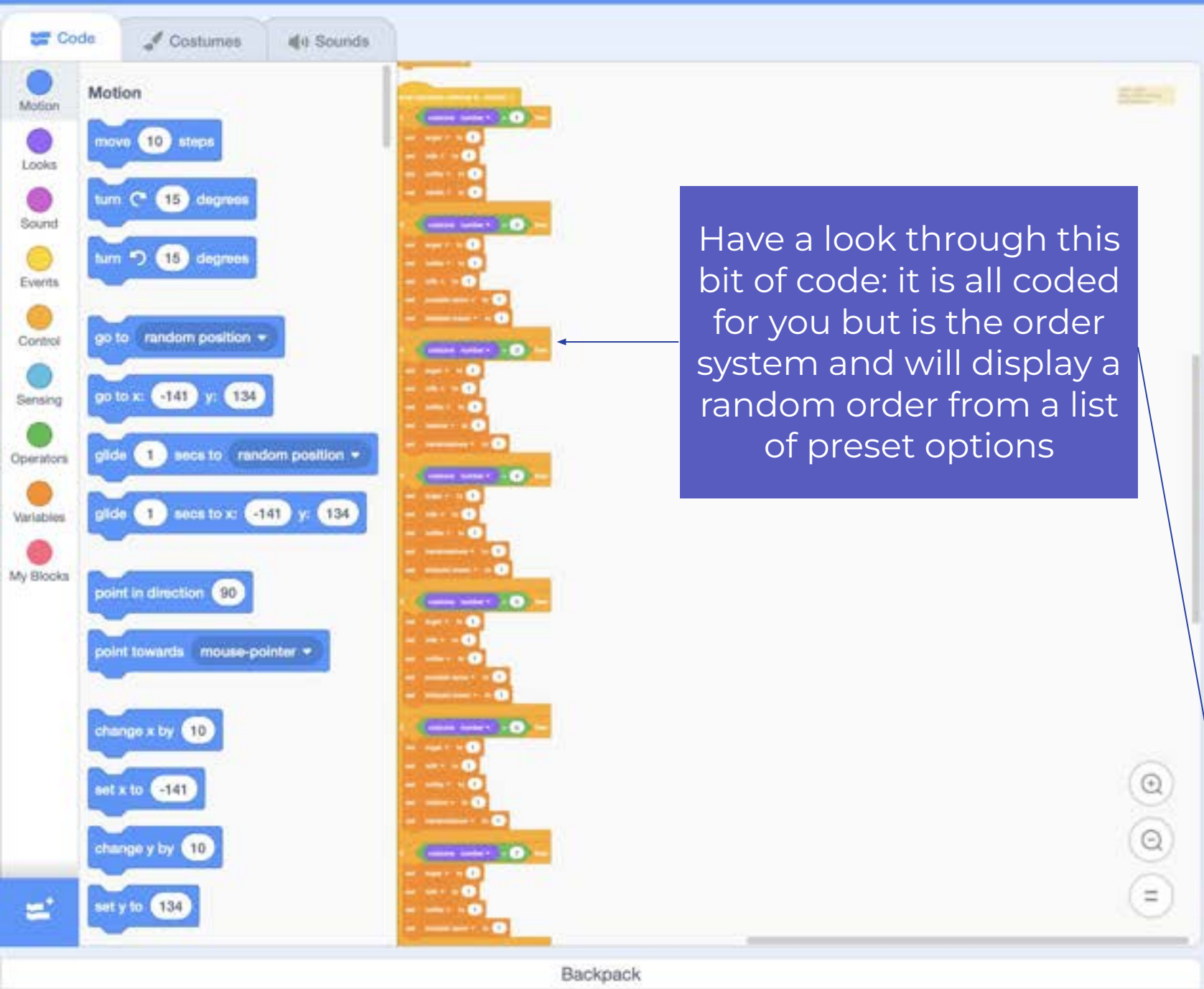
What is already contained within the template will be explained to you over the following slides for you to attempt to replicate yourself once you have finished this project.

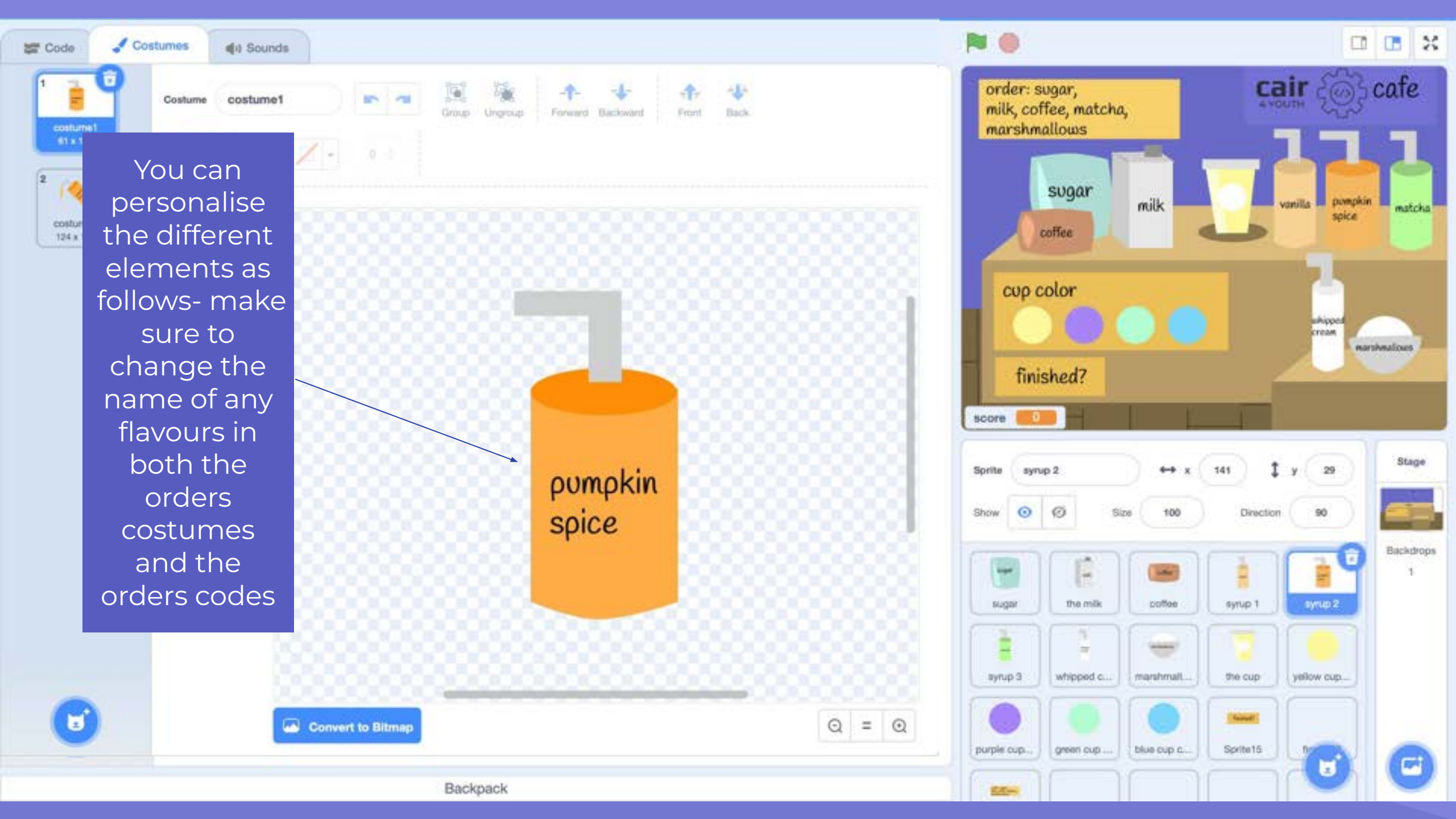
Make sure you use the remix option to save your own version of the code on your personal scratch account. Remixing allows creators to work together to collaborate on projects




Code
Costumes
Sounds
Motion
Looks
Sound
Events
Control
Sensing
Operators
Variables
My Blocks
Motion
move 10 steps
turn 15 degrees
turn 15 degrees
go to random position
go to x: -130 y: 41
glide 1 secs to random position
glide 1 secs to x: -130 y: 41
point in direction 90
point towards mouse-pointer
change x by 10
set x to -130
change y by 10
set y to 41
when clicked
switch costume to costume1
go to x: -130 y: 41
repeat 99999999999
if backdrop name = kitchen then
show
else
hide
when this sprite clicked
There are built in parts of the code to enable you to do various functions.
This is where we will write the code to complete the program- this will be the same in the sugar, milk, coffee, syrups, cream and marshmallows sprites
order: sugar, milk, coffee, matcha, marshmallows
cair cafe
sugar
milk
coffee
vanilla
pumpkin spice
matcha
cup color
finished?
score 0
Sprite sugar
x -130
y 41
Show
Size 100
Direction 90
Stage
Backdrops 1
sugar
the milk
coffee
syrup 1
syrup 2
syrup 3
whipped c...
marshmall...
the cup
yellow cup...
purple cup...
green cup ...
blue cup c...
Sprite15
Backpack

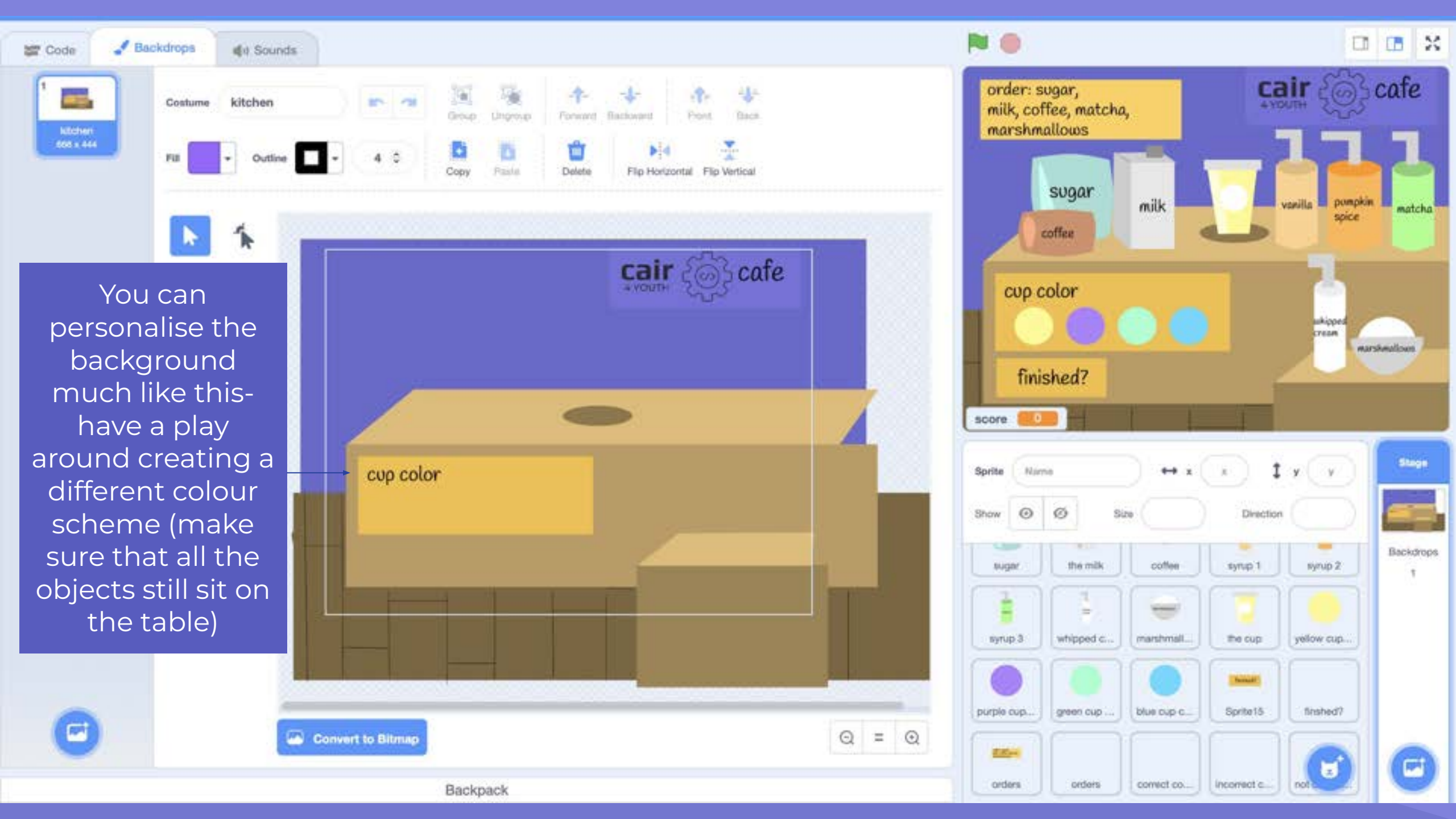
Have a look through this bit of code: it is all coded for you but is the order system and will display a random order from a list of preset options



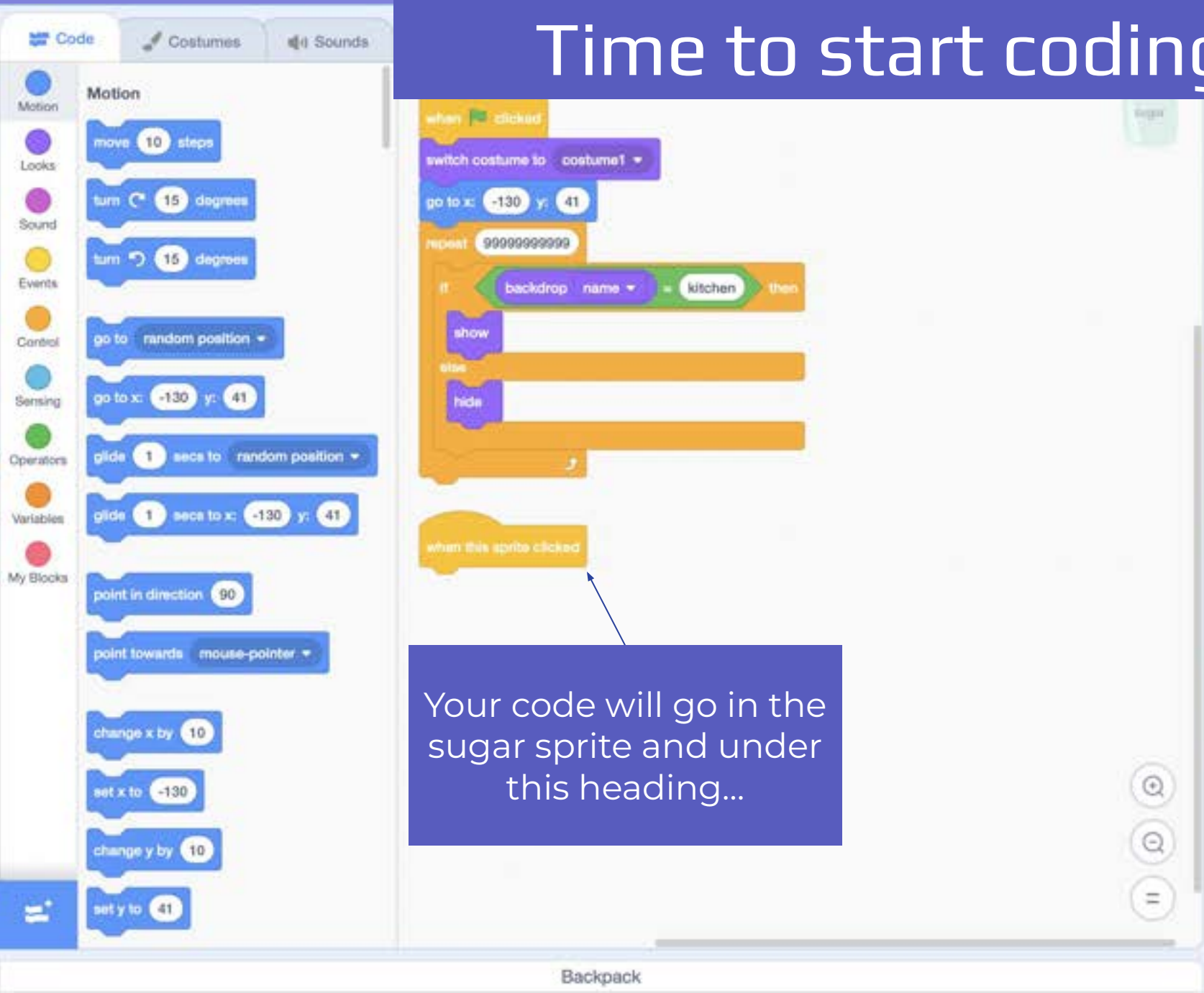


You can personalise the different elements as follows- make sure to change the name of any flavours in both the orders costumes and the orders codes

You can personalise the background much like this- have a play around creating a different colour scheme (make sure that all the objects still sit on the table)



Time to start coding....



Your code will go in the sugar sprite and under this heading...

Step 1

Time to start coding...

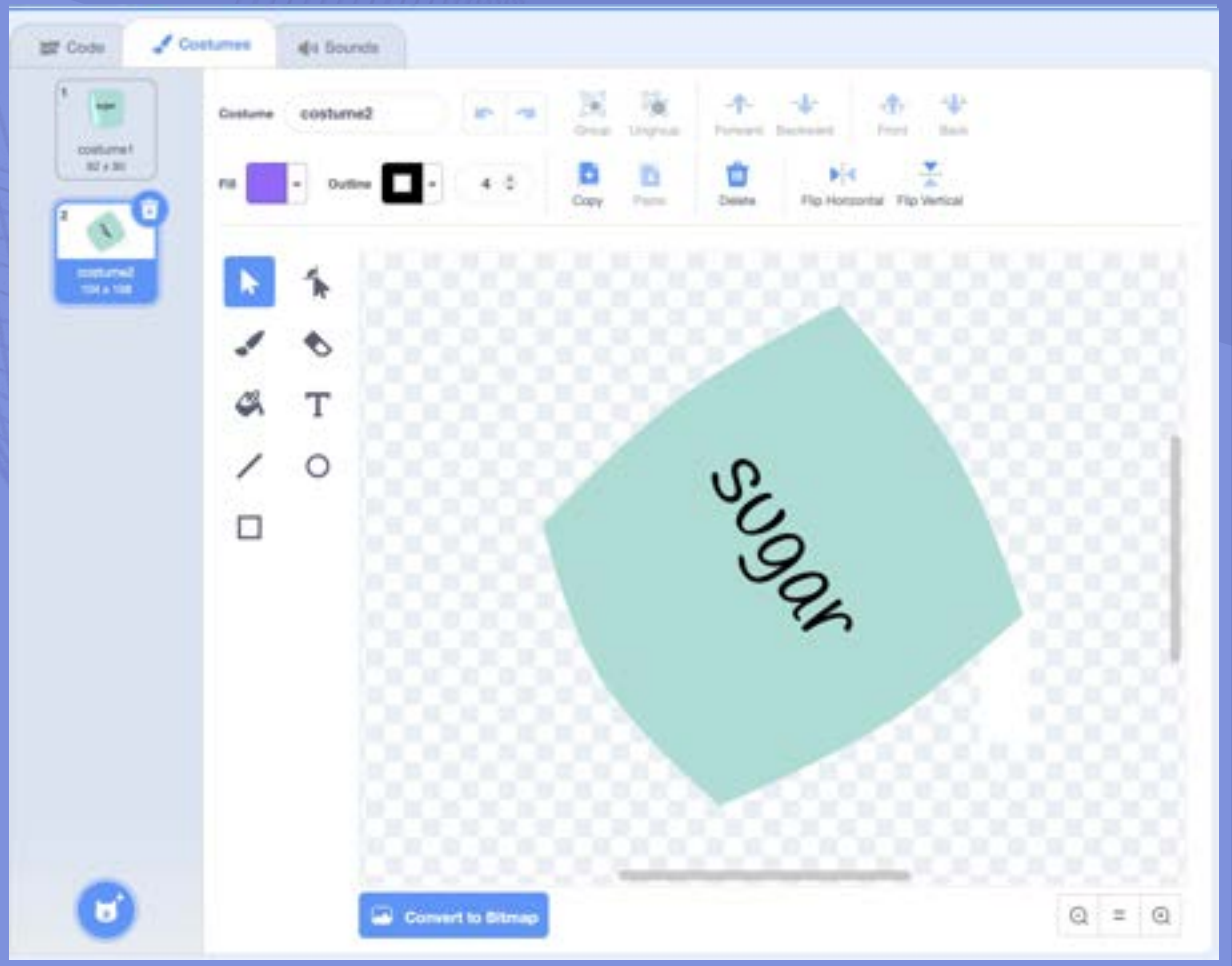
Changing the variable sugar by -1 will indicate to the code that this sprite has been clicked, and will mean that it has been noted that the user has completed part of the order

This coordinate will move the sugar bag to over the top of the cup

Step 2

Switching the costume

When the sugar bag is over the cup, it should look like it is being poured into the cup. Much like here....



Step 3

Returning to the original position

The costume change will last 3 seconds until it is changed back to its original form.

It will be returned to the original position on the screen and the user will now be able to select another ingredient

Step 4

Copying the code...

Copy the code into the following sprites:

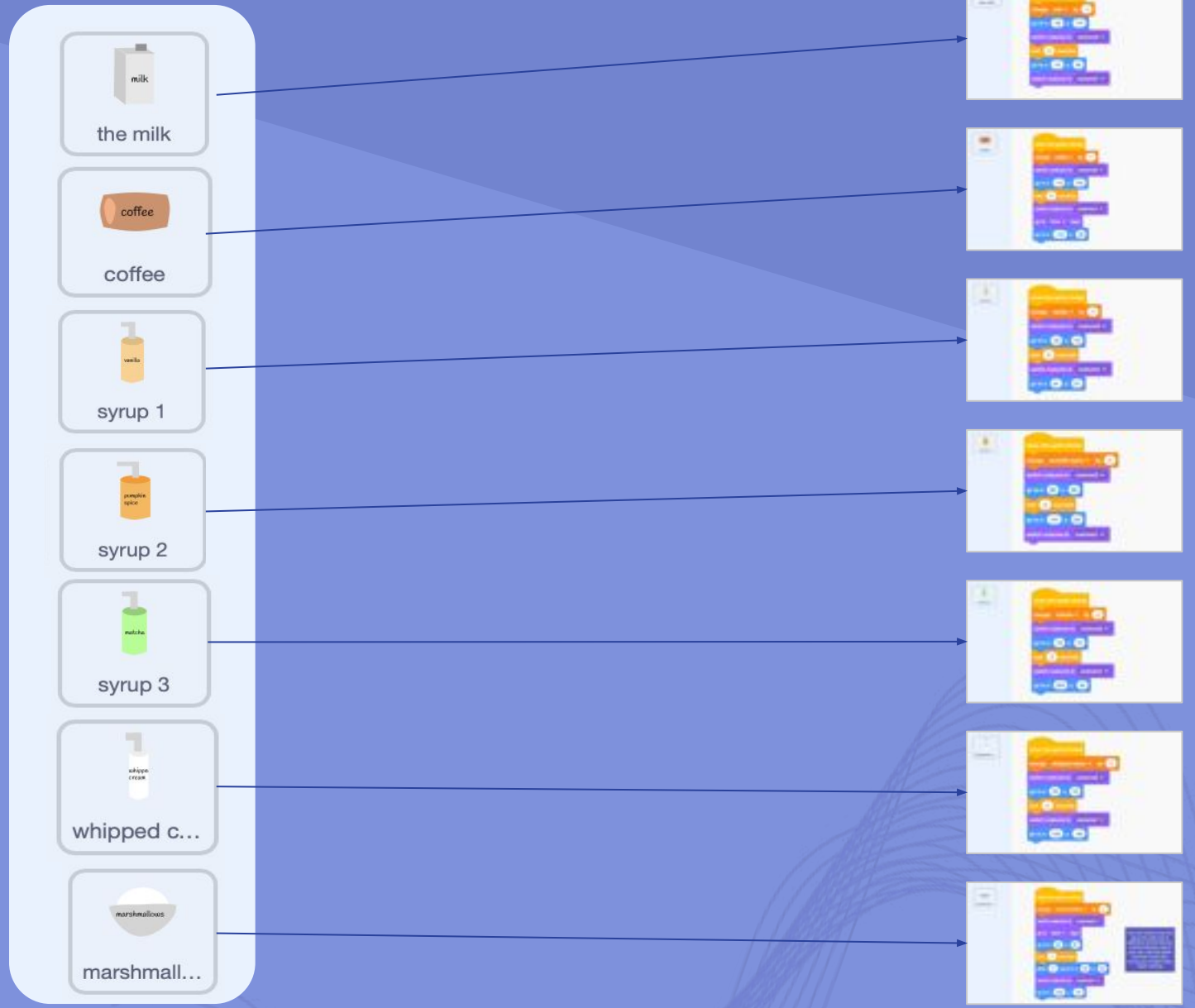
- The milk
- Coffee
- Syrup 1
- Syrup 2
- Syrup 3
- Whipped cream
- Marshmallow

Watch this video in order to see how to copy the code

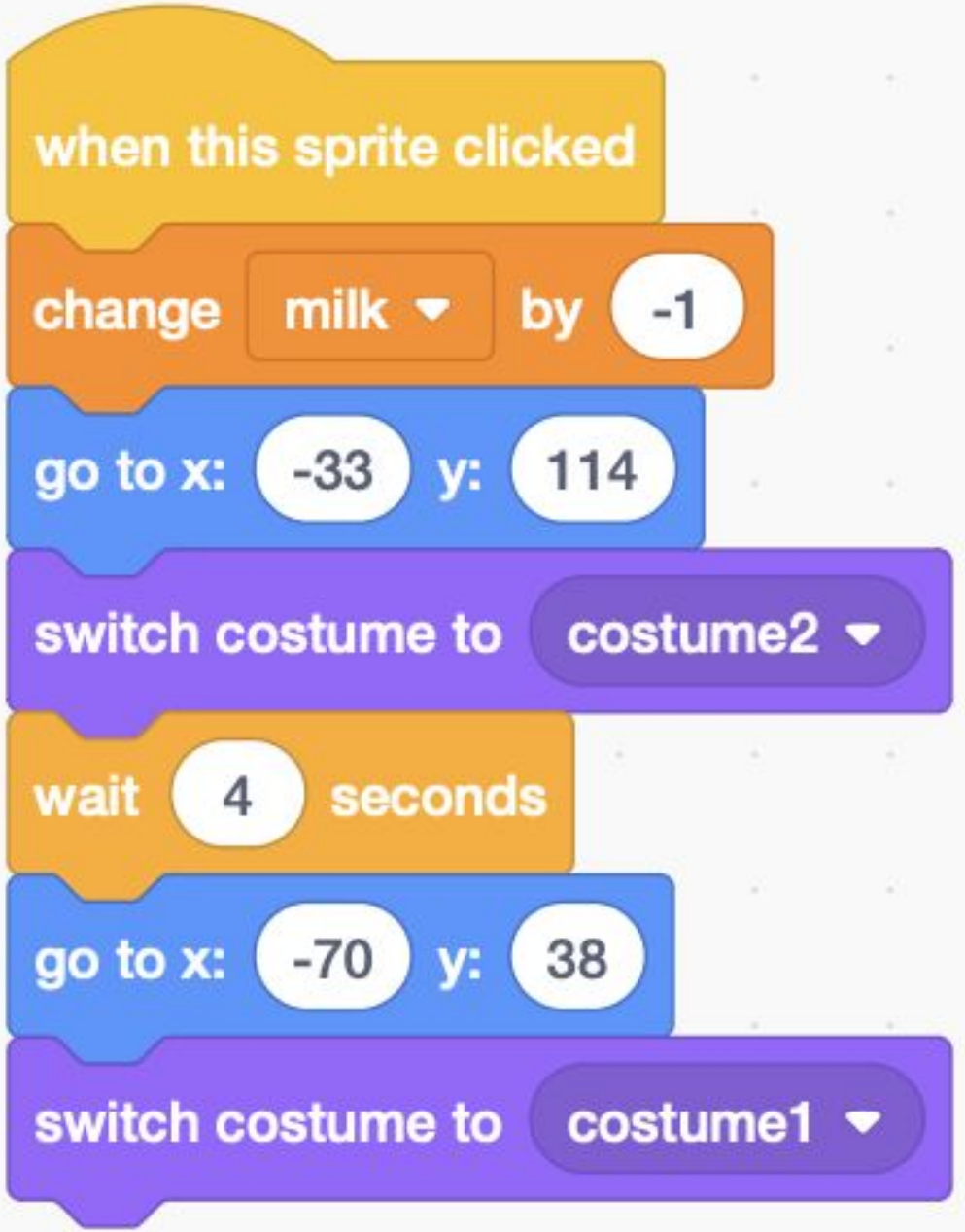
Step 5

Changing the coordinates

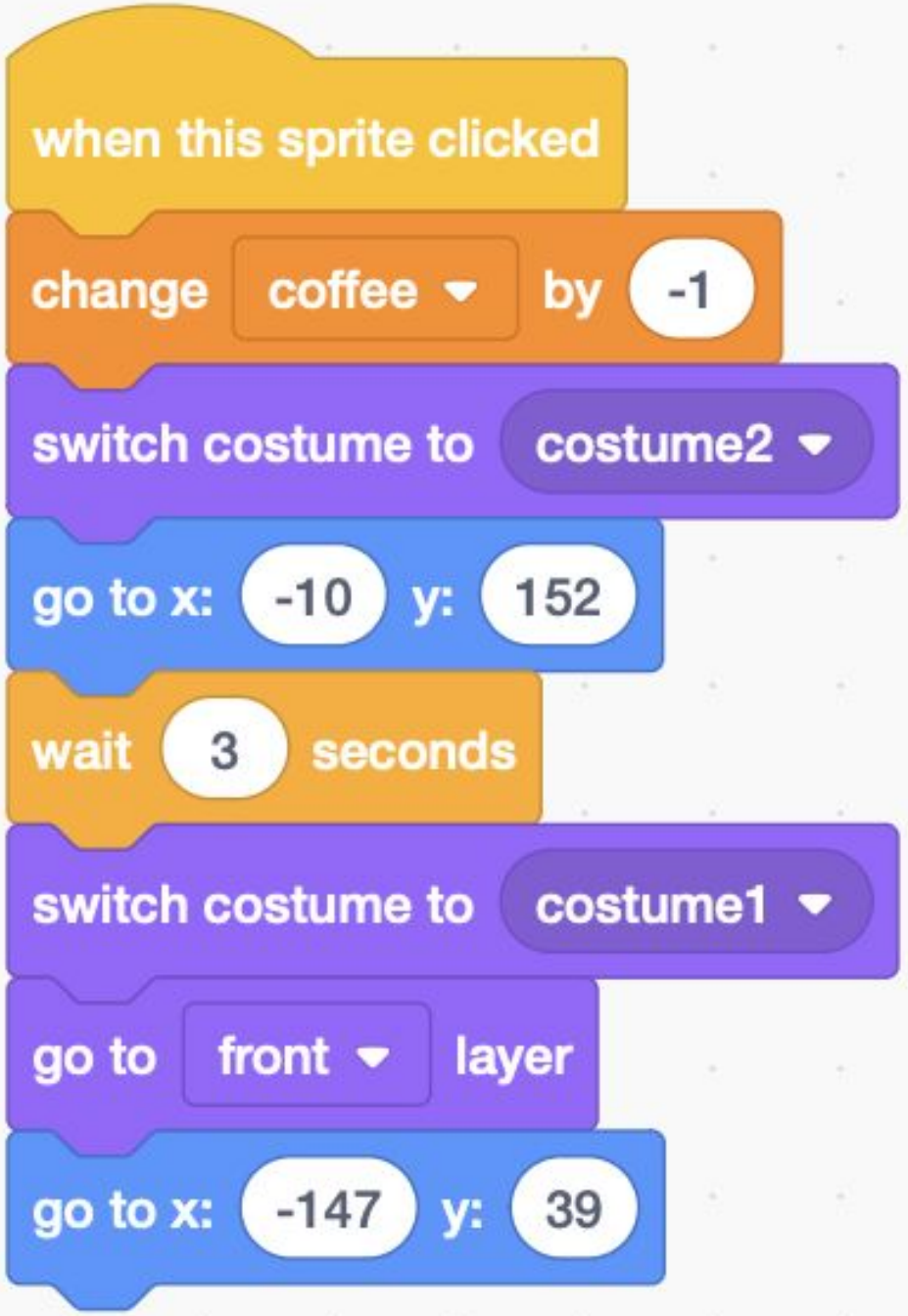
For each of the different elements, they will have a different starting position and a different ending position- play around with the different coordinates with each element before you see the answer on the next slide...


the milk
coffee
syrup 1
syrup 2
syrup 3
whipped c...
marshmall...

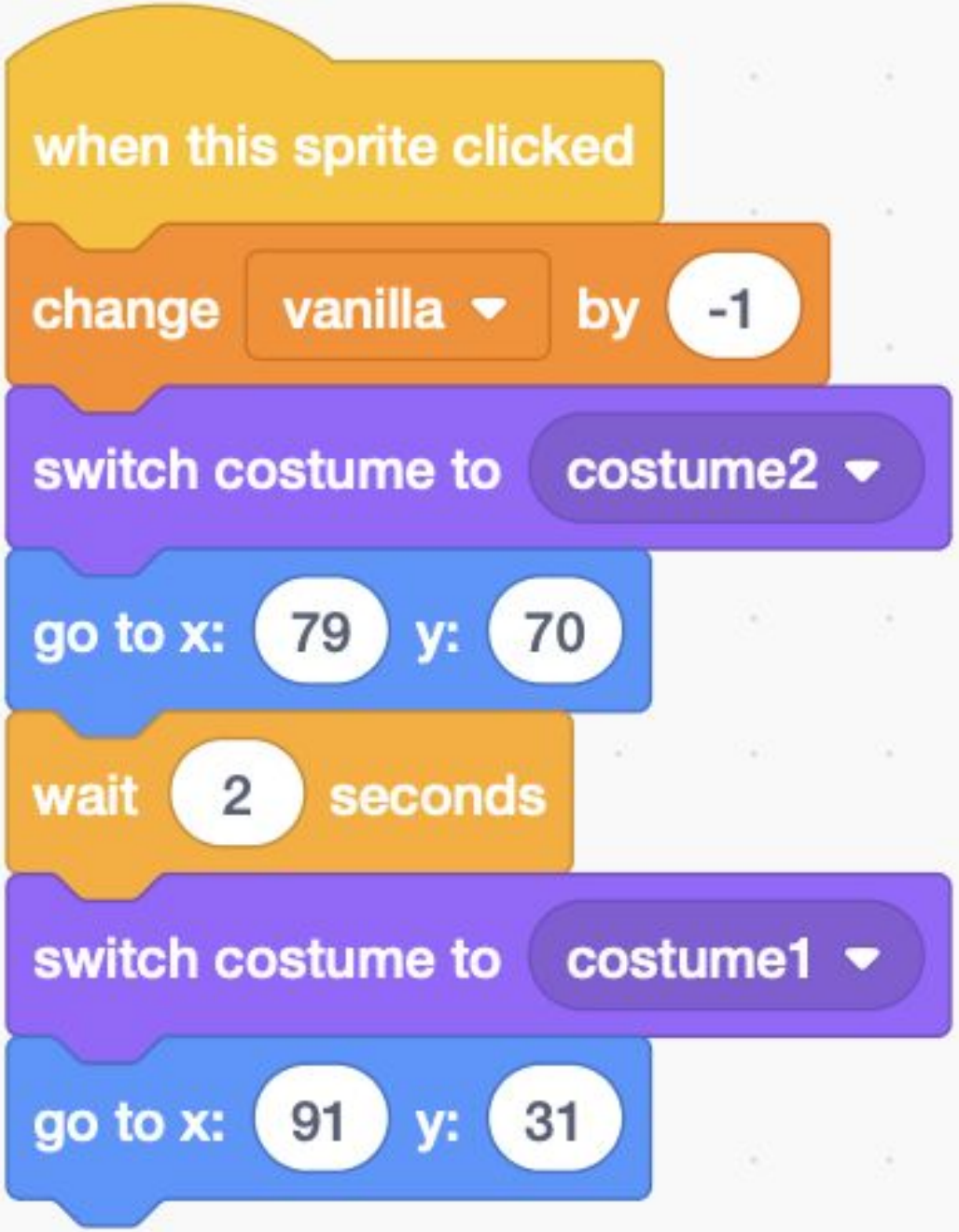

milk
the milk


when this sprite clicked
change milk by -1
go to x: -33 y: 114
switch costume to costume2
wait 4 seconds
go to x: -70 y: 38
switch costume to costume1

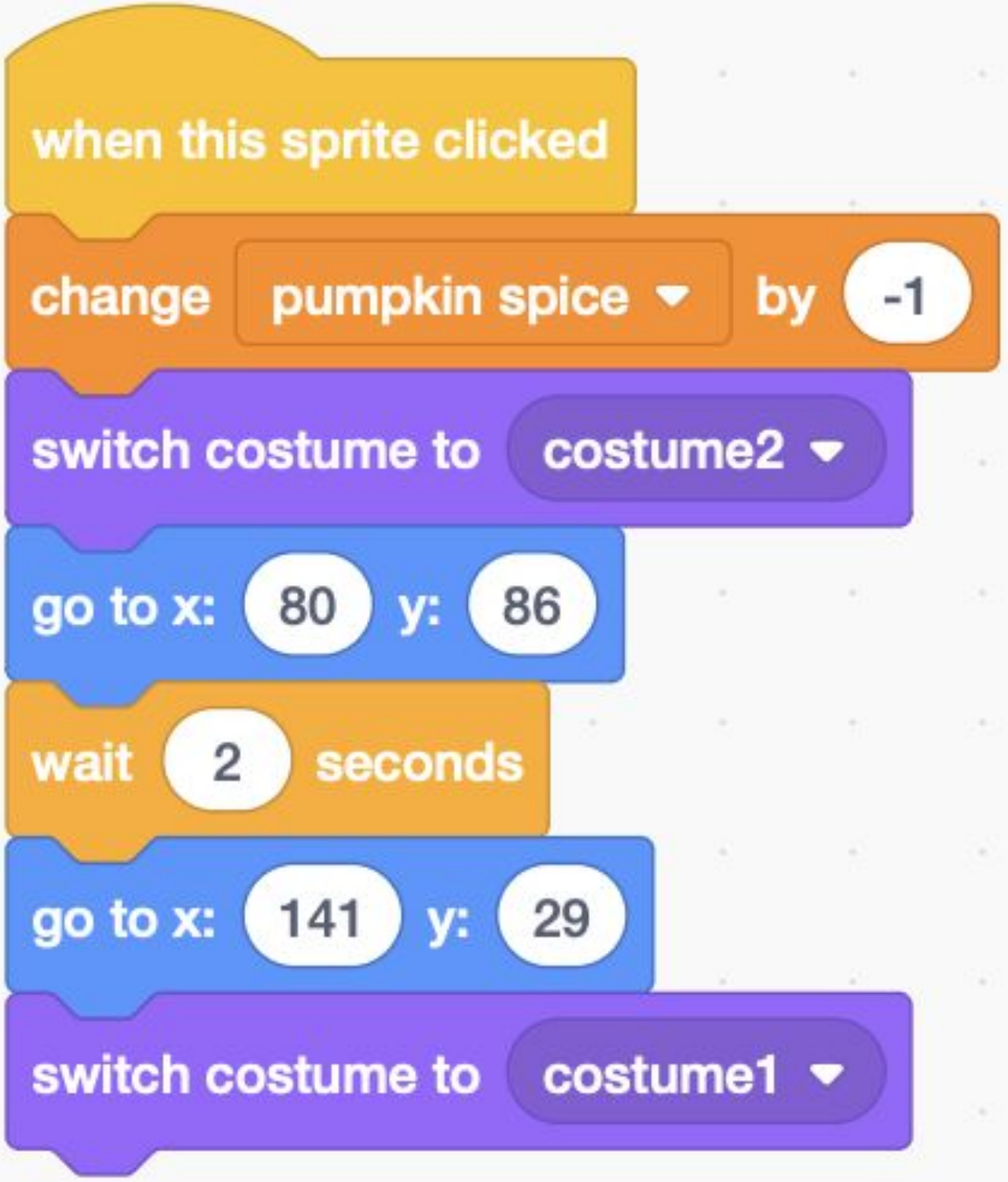

coffee
coffee


when this sprite clicked
change coffee by -1
switch costume to costume2
go to x: -10 y: 152
wait 3 seconds
switch costume to costume1
go to front layer
go to x: -147 y: 39

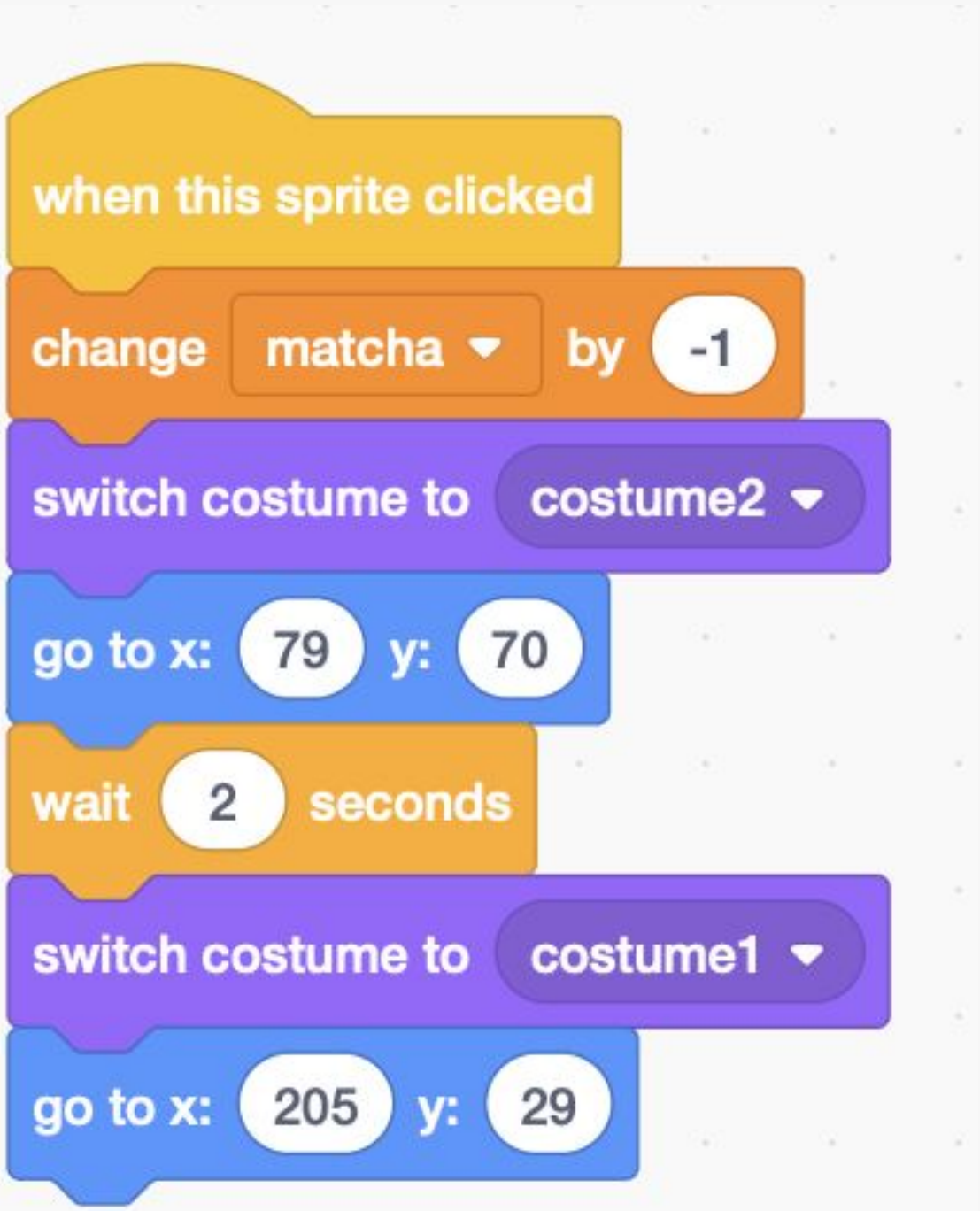

syrup 1


when this sprite clicked
change vanilla by -1
switch costume to costume2
go to x: 79 y: 70
wait 2 seconds
switch costume to costume1
go to x: 91 y: 31

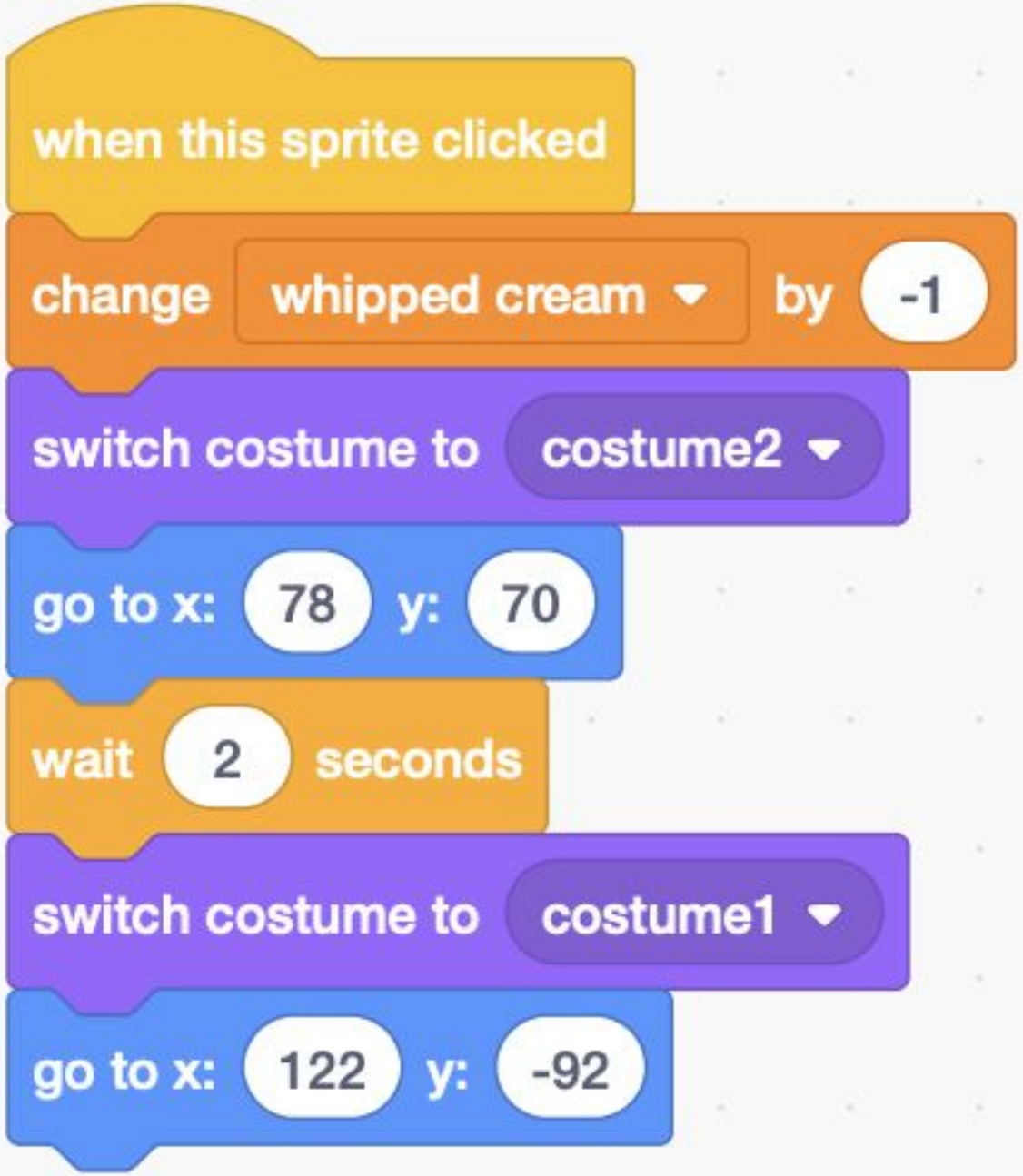

syrup 2

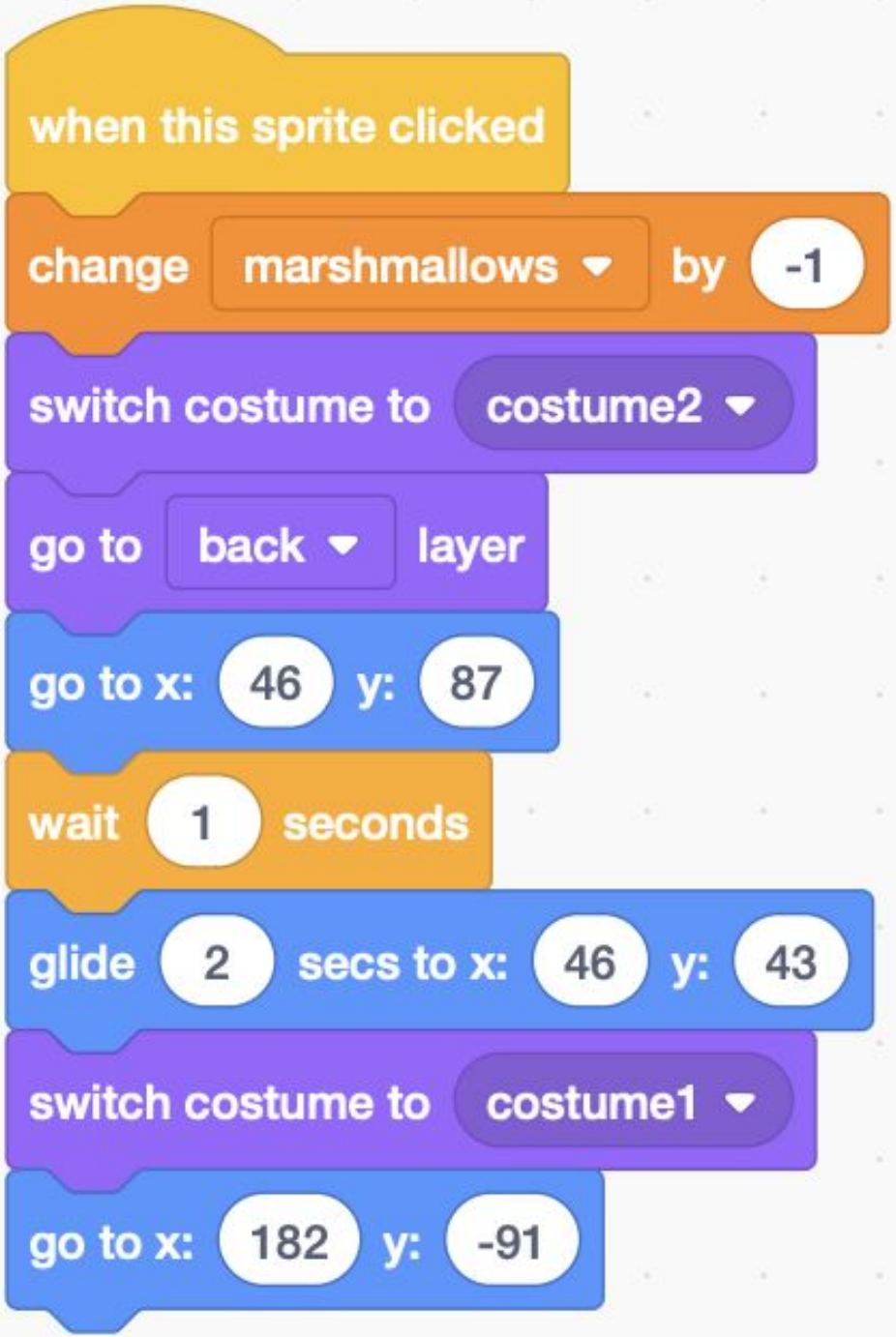

when this sprite clicked
change pumpkin spice by -1
switch costume to costume2
go to x: 80 y: 86
wait 2 seconds
go to x: 141 y: 29
switch costume to costume1


matcha
syrup 3


when this sprite clicked
change matcha by -1
switch costume to costume2
go to x: 79 y: 70
wait 2 seconds
switch costume to costume1
go to x: 205 y: 29


whipped c...


when this sprite clicked
change whipped cream by -1
switch costume to costume2
go to x: 78 y: 70
wait 2 seconds
switch costume to costume1
go to x: 122 y: -92



You will notice that the second costume is different to the first for marshmallows. See if you can use this glide function to fix any errors you might have been having

You have finished with the code!

See if you can go back and edit the template to make it your own...

Things you could do:

- Change the colour of the cups
- Change the background
- Change the ingredients used
- Change the scoring system?

Links to everyday life

Cafés

This project allows users to think about the work that goes into completing orders accurately without making mistakes

Design

Using the drawing functions in scratch enables the users to learn how to customise a scratch project and make it their own

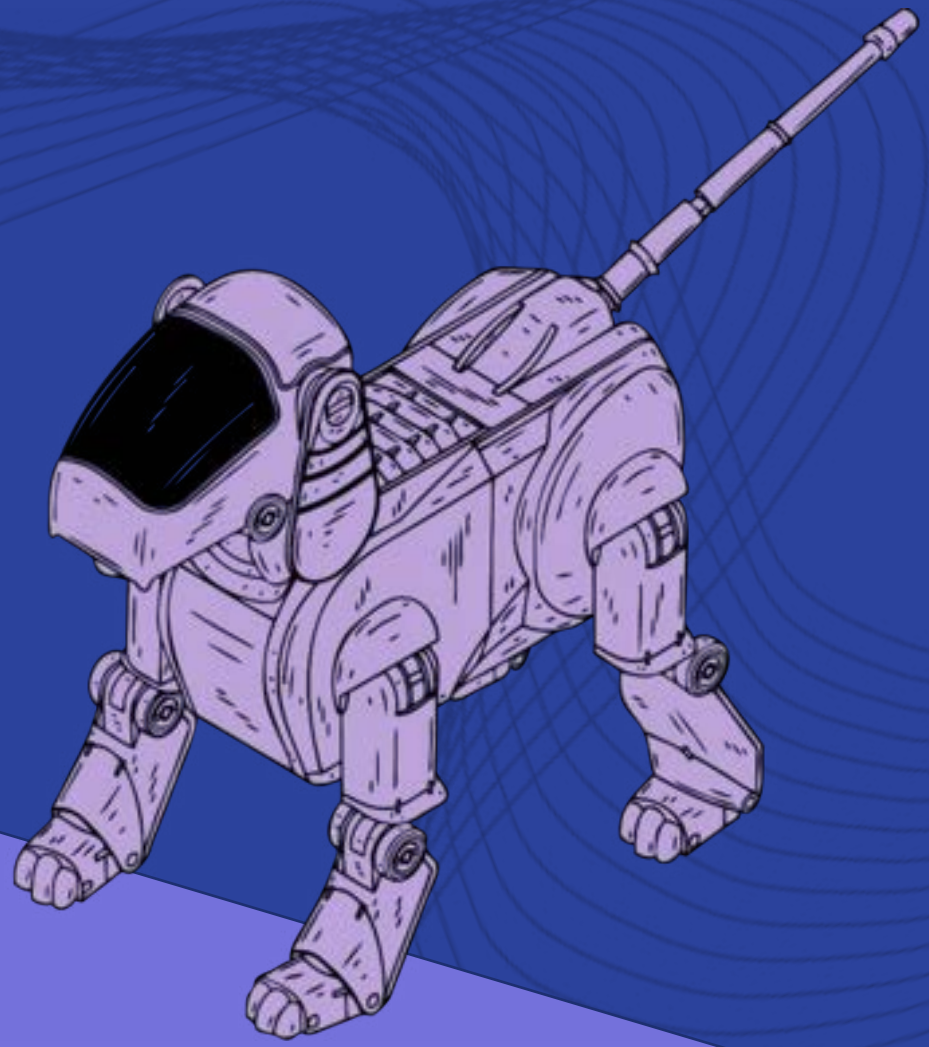
Conclusion

Learning outcomes

- ✔ You should be able to customise a preset template and alter colours and the appearance of sprites
- ✔ You should understand the use of coordinates in scratch and should be able to move sprites around the stage accordingly

Congratulations!

You have completed the project



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