Process

You should...

- Add on to the template provided to create functionality to the cat sprite.
- Adapt the code to make it your own.

This is what your code should end up looking and sounding like !

cair
4 YOUTH

Template

https://scratch.mit.edu/projects/666952320

*Click **Remix** to get started with your project*

By the end of the project, your code should look like this

This template the code needed to get you started with this project

Step 1

Changing the background

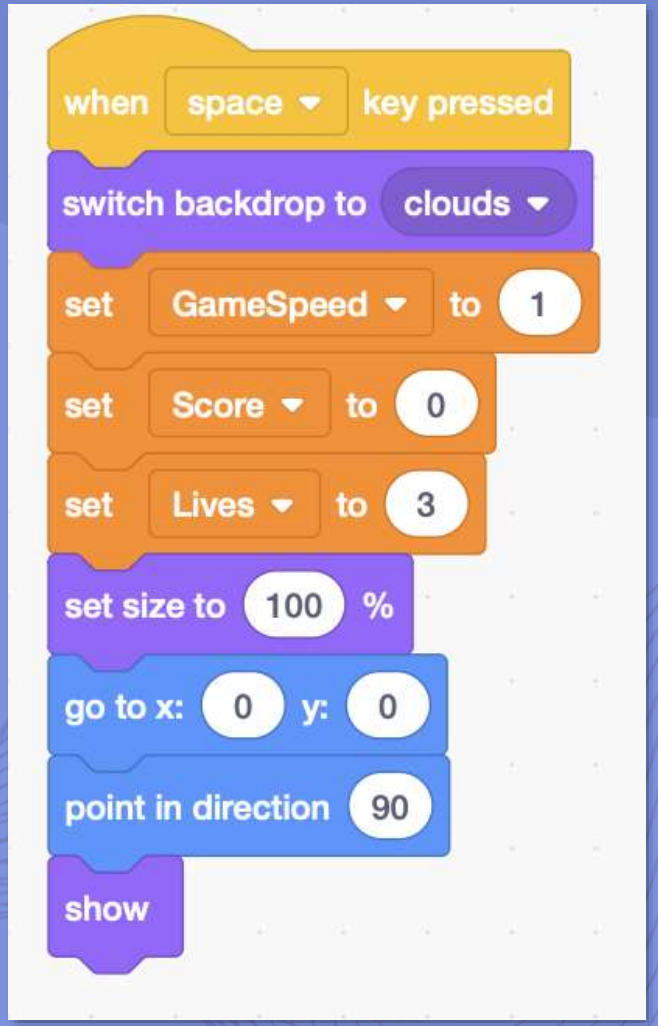
The first thing that the user will see is the messy bedroom background. As you can see, this contains the instruction “press the space to begin” which will be coded next

Hide will hide the cat sprite from view so that it cannot be seen by the user for the time being

Step 2

What will happen when the space is clicked?

When the space is clicked, the game will enter play mode. This will set all of the variables back to zero, change the background to the clouds backdrop, as well as positioning the cat sprite in the center of the screen (facing the right direction). This will mean that the game will look the same every time it is run.

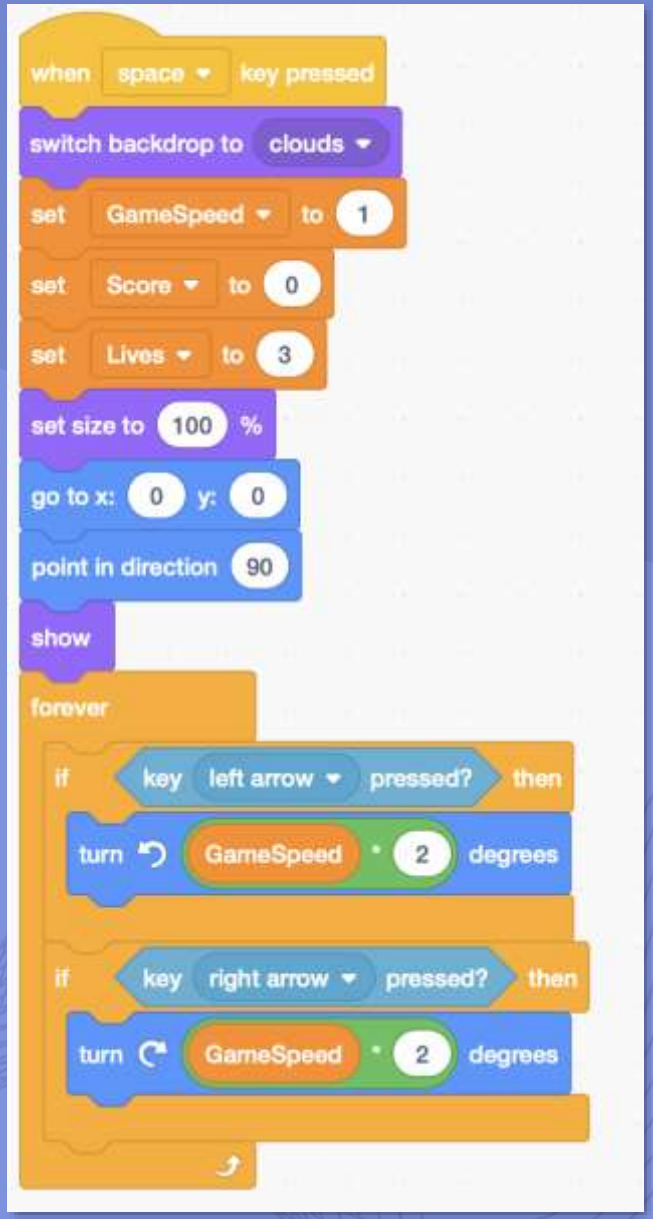


Step 3

Game play mode

Under the same heading as in step 2, we will create a forever loop. This means that the code will repeat forever, or until the game ends and is restarted.

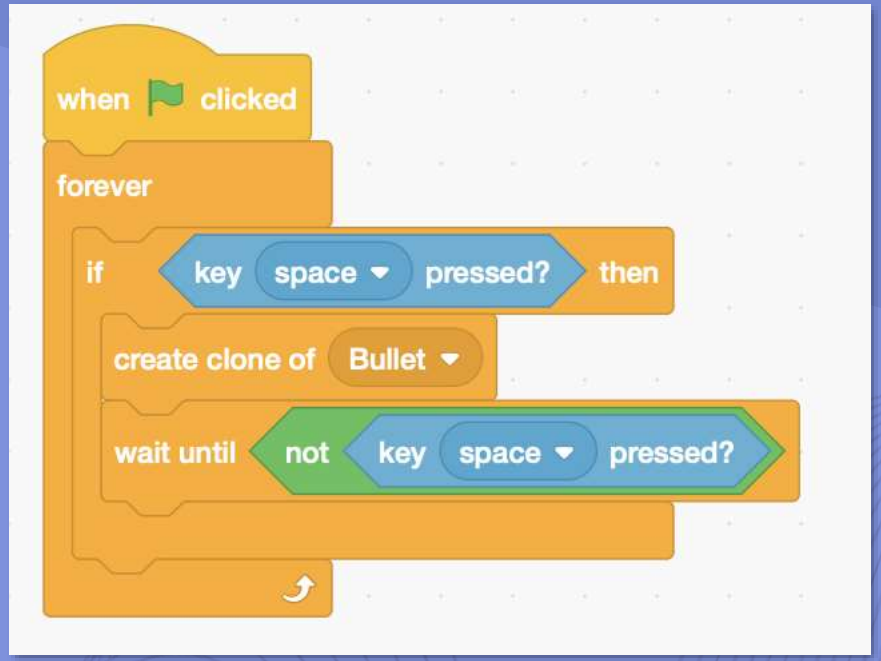
In this forever loop will be the instructions to change the angle that the cat sprite will fire bullets in-left and right arrows will control the angle as can be seen in the code.



Step 4

Firing bullets

When the user clicks the space, this code will run. A clone of the bullet will be created and will wait until the space is not clicked to go away. You can test this by clicking the green flag (which will run the code as you know), and then pressing the space and seeing what happens.



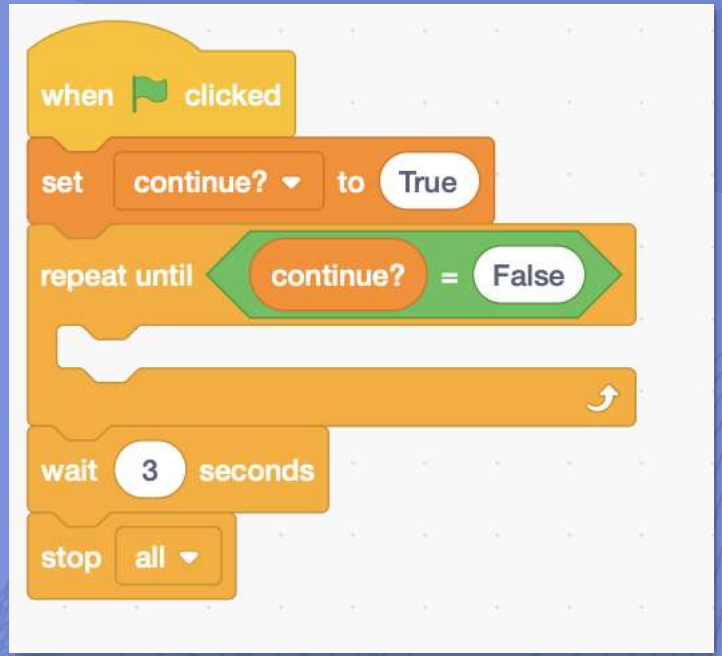
Step 5

Ending the game using condition controlled loop

The game needs to constantly be checked to see whether or not it is over. In this code, it has been done by using a condition controlled loop. The condition is the variable ”continue?”.

The repeat until loop will continue until the value of “continue?” changes from true to false.

When the condition eventually changes, the programme will wait three seconds before stopping.

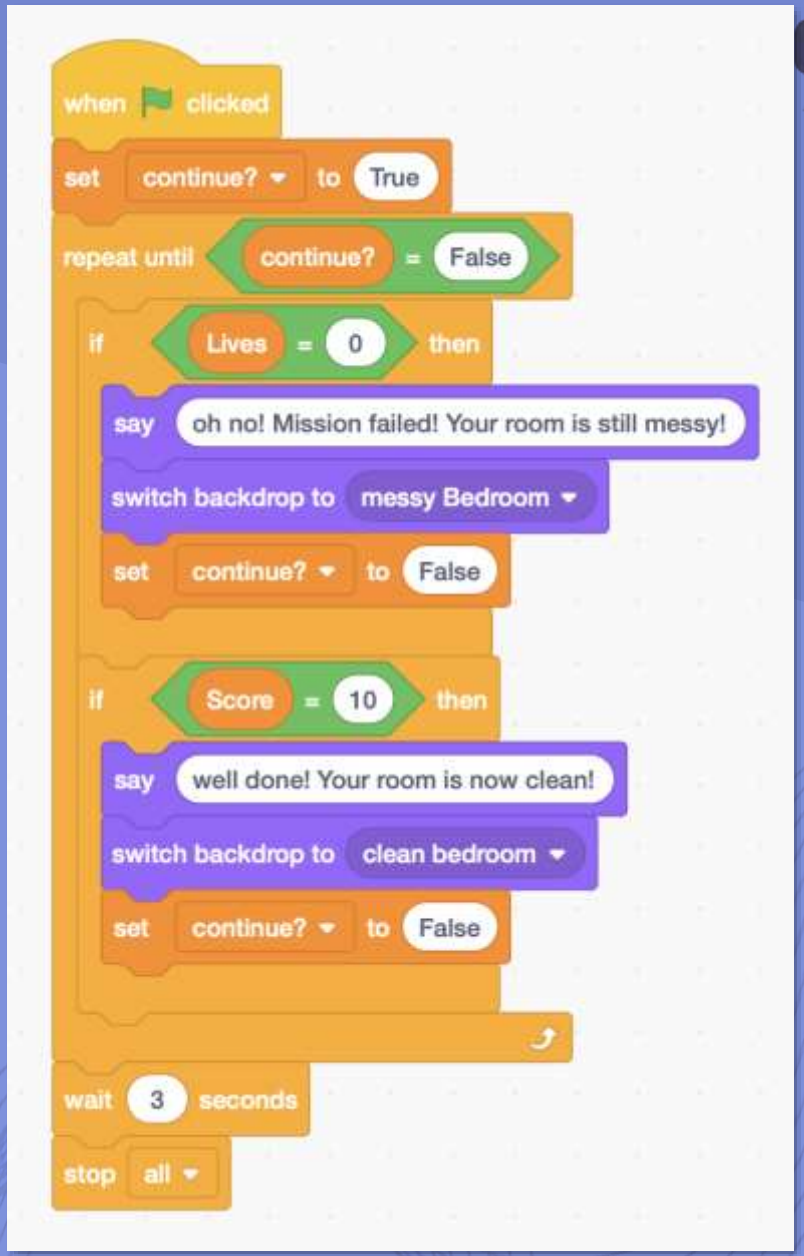


Step 6

What will be displayed to the user at the end of the game

Winning:
The user will win the game if they score 10 points (if they hit 10 items of clothing with bullets). If this happens, then the bedroom will reappear, this time looking clean, and an appropriate message should be displayed.

Losing:
The user will lose the game if they lose their three lives (get hit by 3 items of clothing). If this happens, then the dirty room will appear once again and the user will have to click the green flag to have another go at cleaning the room.



Step 7

Adapt the game

Using the backdrops and costumes sections, your job is to change the appearance of the backgrounds to make an original game.

This should be done without affecting the functionality of the game, and without compromising the user's ability to play. Once finished, make sure you test the game to ensure that it works properly.