

NOTES

TITLE

What is the story in your game?
What is the goal?

To find your game:
<http://scratch.mit.edu/studios/> _____
To see pictures from class:
<http://www.smm.org/classphotos>



```

when green flag clicked
  go to Sprite1
  show
  point in direction 90
  repeat 15
    move 10 steps
  hide

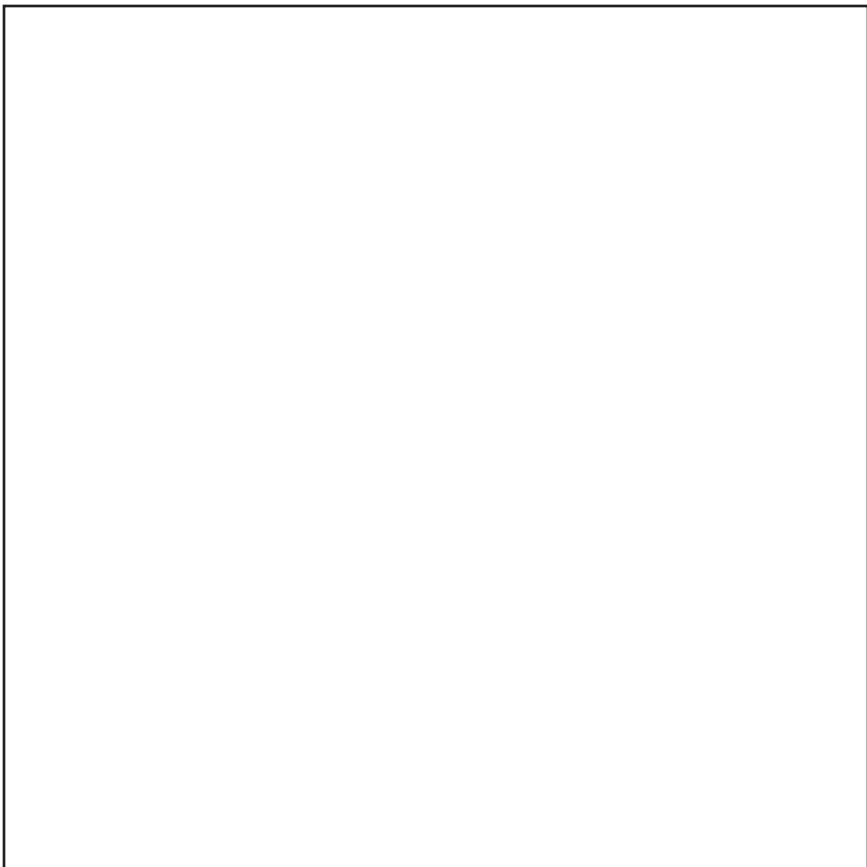
```



```

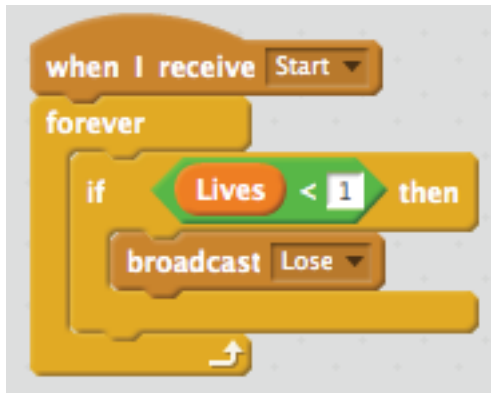
when I receive Start
  set Lives to 5
  forever
    if touching Enemy? then
      change Lives by -1
      wait 2 secs

```

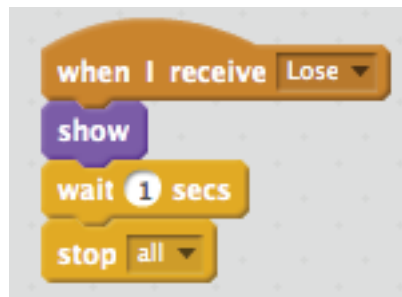


MAIN SPRITE

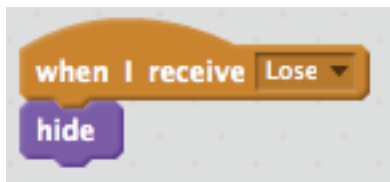
```
when I receive Start
  forever
    if Lives < 1 then
      broadcast Lose
```



```
when I receive Lose
  show
  wait 1 secs
  stop all
```

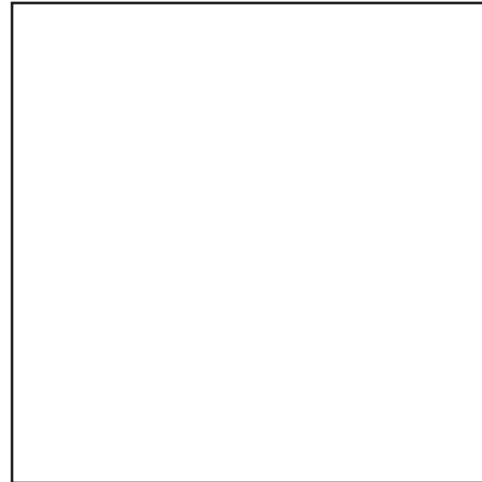


```
when I receive Lose
  hide
```



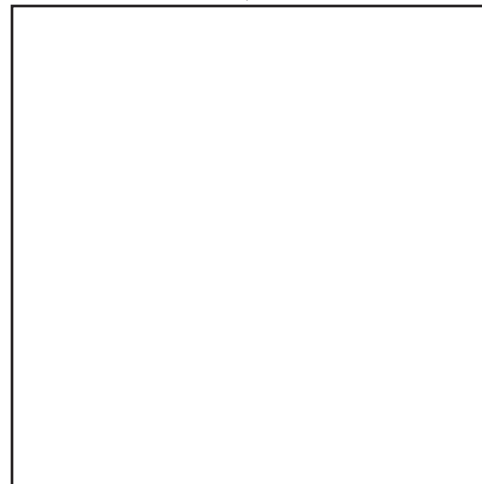
SUPPORTING SPRITES

HEALTH / COLLECT



- _____
- _____
- _____

AVOID/OBSTACLE



- _____
- _____
- _____

```

when clicked
  switch backdrop to backdrop1

```

```

when I receive Level 2
  switch backdrop to backdrop2

```

```

when I receive Start
  forever
    if touching Portal ? then
      broadcast Level 2

```

```

when clicked
  hide

```

```

when this sprite clicked
  broadcast Start
  show

```

Sprite1

x: 20 y: 0 direction: 90°

rotation style: continuous

can drag in player:

show:

```
when I receive Start
  forever
    if touching Enemy ? then
      go to x: 96 y: -31
```

```
when I receive Start
  show
```

```
when right arrow key pressed
  point in direction 90
  move 10 steps
```

```
when I receive Start
  forever
    if touching Item ? then
      hide
    wait .02 secs
```

```
when right arrow key pressed
  switch costume to costume1
  wait 0.2 secs
  switch costume to costume2
  wait 0.2 secs
```

```

when I receive Start
  forever
    if touching Enemy ? then
      change pixilate effect by 25
      wait 2 secs
      clear graphic effects
  
```

```

when I receive Start
  forever
    if touching Enemy ? then
      say Ouch! for 2 secs
  
```

```

when I receive Start
  go to x: 96 y: -31
  show
  
```

```

when I receive Start
  forever
    show
    wait pick random 0.3 to 3 secs
    hide
    wait pick random 0.2 to 2.5 secs
  
```

```

when I receive Start
  forever
    glide 1 secs to x: 91 y: 58
    glide 1 secs to x: -177 y: -89
    glide 1 secs to x: 154 y: -114
  
```