

Scratch-3

Dragonfly chaser - Game

Name:

Date:

1st Semester 2022 - 2023

Diner Menu – Create a game [Dragonfly chaser]

Appetizer (Everyone Shares)

- 1- Add a Background
- 2- Add two sprites: Dragonfly – Balloons [1or 2]
- 3- Resize sprites
- 4- Create a variable score
- 5- Add the two sprites: Balloon2 and Dragonfly.
- 6- When the flag clicked set score to zero.
- 7- The balloon must appear in random positions
- 8- If the **Dragonfly** touch the **Balloon** Increase the score by 2.
- 9- When flag clicked the **Dragonfly** must appear in a random position.
- 10- Then it should move as follows:
 - a. If on Edge Bounce.
 - b. If the Right Arrow pressed, change X by (10).
 - c. If the Right Arrow pressed, change X by (-10).
 - d. If the Up Arrow pressed, change Y by (10).
 - e. If the Down Arrow pressed, change Y by (-10).
 - f. Add a block to change the Costume.

Take into consideration that a forever loop must be used to make the movement continuous.

Side Dishes (Select at Least Two)

- The balloon must change colour each time it appears in different place.
- A Pop sound must be played when the **Dragonfly** touch the **Balloon**.
- A sound that say “Good Job” must be played when the **Dragonfly** touch the **Balloon**.
- A new character may appear to say “Good Job” when the **Dragonfly** touch the **Balloon**.

Dessert (Optional)

- Add a stop button – when touched the game will stop.
- If the player reaches score 40 the game must give a message “ You won” and stop.