**Assignment #1** **|** The Lower Secondary of Stage (6-8)

1st Semester | 2023-2024

|  |  |
| --- | --- |
| **Subject:** ICT | **Chapter:** 4 |
| **Objectives:**   * Write a program that controls movement for each sprite. * Create a C**hasing Dragonfly Game** | |

**The game scenario**

The user can move the **dragon** using arrows (up- down - right - left) so it can chase balloons.

The **balloon** must appear in a random position.

This game uses **Nebula** backdrop and two sprites: Balloon2 and Dragonfly.

**Start**

1. Create a new project.
2. Name your new project (First Ex am …. your name)
3. Create a new **variable (Score)** – for all sprites.
4. For this sprite **(Balloon)**

Starts when the green flag clicked.

Set the score to zero.

Set the size of the balloon to **60%**.

Add **Forever** Loop.

* + Add a block to **Show** the balloon.
  + Add a block to display the balloon in a **random position**.
  + Add wait block.
  + Add a block to **change the Costume**.
  + If the B**alloon** touches **Dragonfly** the then:
* A Pop sound must be played.
* Set the score to zero.
* Hide

1. For the Sprite **(****Dragonfly)**

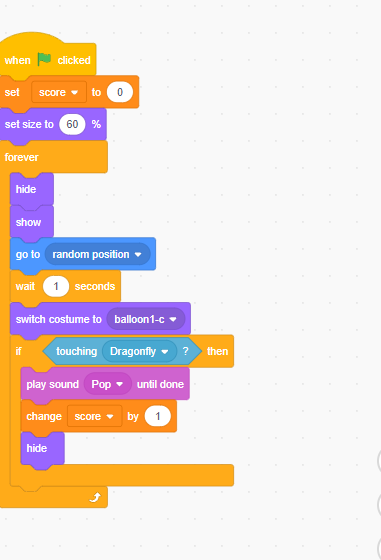
Starts when the green flag clicked.

The **Dragonfly** must appear in a random position.

Add Forever Loop.

* + Move the dragonfly up when the **Up Arrow** pressed.
  + Move the dragonfly down when the **Down Arrow** pressed.
  + Move the dragonfly right when the **Right Arrow** pressed.
  + Move the dragonfly Left when the **Left Arrow** pressed.
  + Add a block to change the Costume.
  + If on Edge Bounce.

1. Open an empty word document.
   * Type your name
   * Take a screenshot for the code for each sprite and paste in the word document.
   * Upload your file on LMS.
   * Upload the game file on LMS.

****