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

1st Semester | 2023-2024

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