

## Practise Script – Dodge that Ball

The aim is to create this game and understand the element. Once this is completed, recreate your version of the game and add new elements. Maybe a 'Next Level', 'A Score Counter', 'A Timer', what else can you think of?

Think before you start. Which element below should you start with??

### Sprites and Script.



#### Customers



```

when green flag clicked
  go to x: -210 y: -120
  point in direction 90
  forever
    if key right arrow pressed? then
      point in direction 90
      move 3 steps
      next costume
    if key left arrow pressed? then
      point in direction -90
      move 3 steps
      next costume
    if key up arrow pressed? and touching color yellow? then
      change y by 4
    if touching color brown? then
      say [ ] for 2 secs
      stop all

when I receive hit
  point in direction 90
  go to x: -210 y: -120
  set jump height to 0

when space key pressed
  if touching color blue? then
    set jump height to 10
    repeat until jump height = 0
      change y by jump height
      change jump height by -0.5
  
```

```

when green flag clicked
  set gravity to -4
  forever
    if not touching color blue? or touching color yellow? then
      change y by gravity
  
```



#### Costume



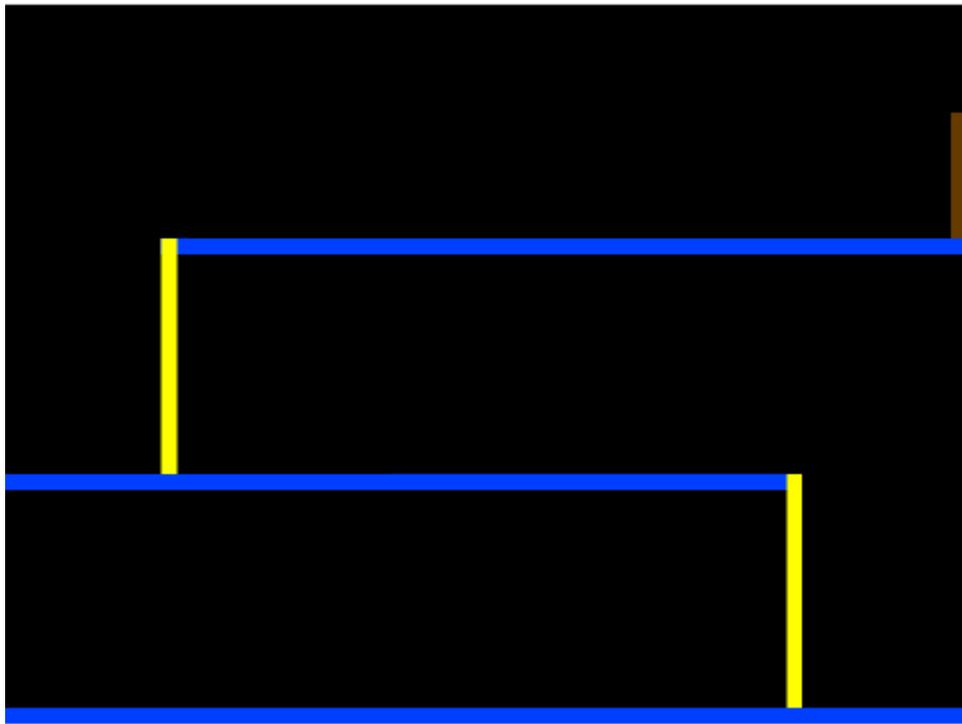
Trapdoor Sprite – You have to draw this

```

when green flag clicked
  go back 1 layers
  forever
    switch costume to on
    wait pick random 3 to 5 secs
    switch costume to off
    wait pick random 3 to 5 secs
  
```



## Backdrop



Use the Shift key when drawing the lines, this ensures they are straight and horizontal.

Ball Sprite - You need to add a few more balls within the costume element as shown below.

The screenshot shows the Scratch editor interface. On the left, the 'Costume' panel displays three costume options: 'Ball' (a circle with red and yellow dots), 'beachball' (a beach ball), 'baseball' (a baseball), and 'basketball' (a basketball). The 'Ball' costume is selected. The 'Scripts' area contains the following code:

```
when I start as a clone
  set size to pick random 30 to 50 %
  switch costume to pick random 1 to 3
  go to x: 160 y: 160
  show
  repeat 22
    change y by -4
  repeat 180
    change x by -2
    turn 6 degrees
  repeat 30
    change y by -4
  repeat 190
    change x by 2
    turn 6 degrees
  repeat 30
    change y by -4
  repeat 170
    change x by -2
    turn 6 degrees
  delete this clone
```

The 'Events' area contains the following code:

```
when clicked
  hide
  forever
    wait pick random 3 to 5 secs
    create clone of myself
```

The 'Sensing' area contains the following code:

```
when I start as a clone
  forever
    if touching Pico walking ? then
      broadcast hit
```