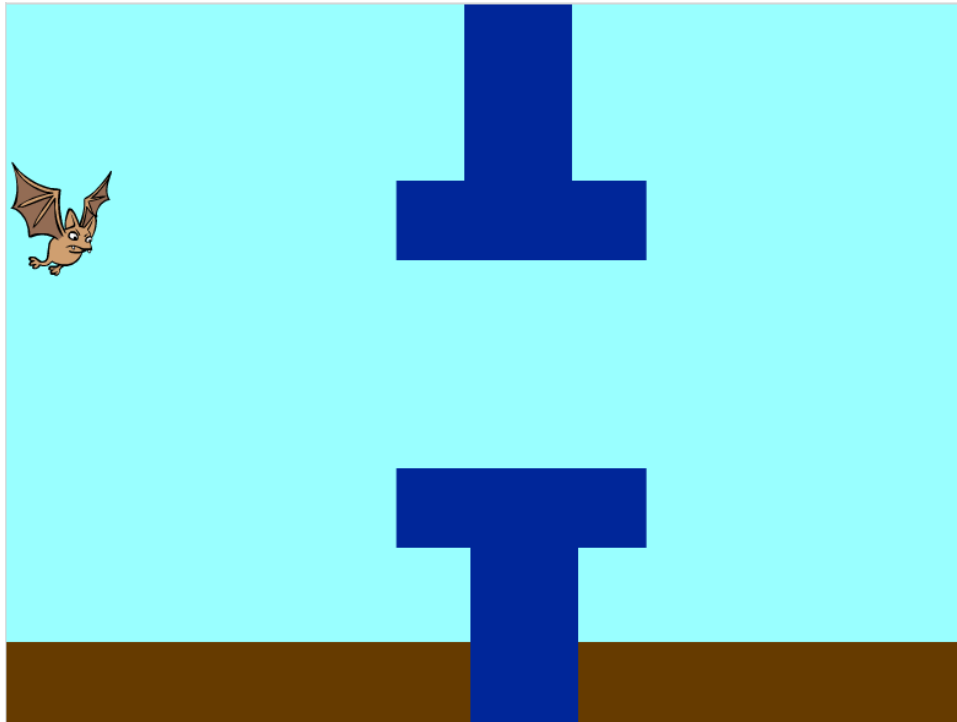


Lesson 9. A Bat

Task: Create a game – a bat escapes obstacles, the player receives 1 point for each obstacle.



Step 1: Preparation

1. Create a new project (“Create” -> menu “File” -> “New”);
2. Delete default sprite (right-click, “delete”);
3. Draw a new backdrop – ground and sky (without obstacles).
4. Delete default backdrop (right-click, “delete”).

Step 2: The bat’s script

1. Add a new sprite of a bat (category “Animals”, sprite “Bat1”);
2. Create a script for bat’s movement animation which also announces a new game;
3. Add a variable “Height” which will define gravitation and bat’s flight height;
4. Create a flight and gravitation script for the bat.



```

when I receive New game
  go to x: -210 y: 0
  point in direction 90
  wait until key space pressed?
  forever
    set y to Height
    change Height by -1
    point towards 90 - Height
    if key space pressed? then
      set Height to 4

```

Step 3: The obstacle's script

1. Create a new sprite "Obstacle" where draw an obstacle similar to the one shown in the first picture;
2. Create a script of obstacle's movement which will be activated after the Space key is pressed.

```

when I receive New game
  hide
  wait until key space pressed?
  show
  forever
    go to x: 2400 y: 0
    repeat until x position < -200
      set x to -5

```

Step 4: Losing conditions

1. Create a script for the bat's sprite which will define the losing conditions, when the bat touches the ground or the obstacle.

```

when I receive New game
  forever
    if touching color ? or touching Obstacle ? then
      broadcast New game

```

Step 5: Additional tasks

1. Add a points counter. Each obstacle adds one point;
2. Create a variable "Top score" which will keep the best game results.