

Lesson 5. Witch-Hunt

Task: Create a game where you have to hit witches which appear on the screen.

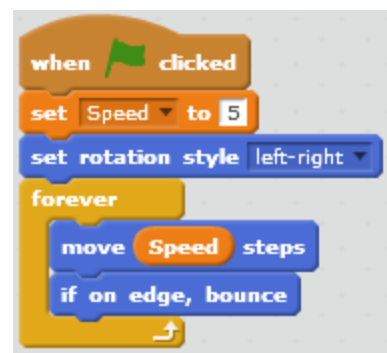


Step 1: Preparation

1. Create a new project ("Create" -> menu "File" -> "New");
2. Delete default sprite (right-click, "delete");
3. Add new backdrop (open library and choose a backdrop "woods");
4. Delete default backdrop (right-click, "delete").

Step 2: The movements of the witch

1. Add a new sprite of a witch (category "Fantasy", sprite "Witch") and shrink it 5 times;
2. Create a new variable "Speed" which will define the speed of the witch;
3. Create a script which will allow the witch to fly horizontally and to bounce off the edges.



Step 3. Creation of the sudden witch effect

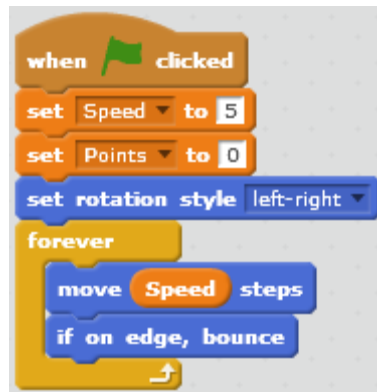
1. Create a new script which will define the appearing and disappearing of the witch;

2. Also create a command that will make a witch appear in a random point of the scene.

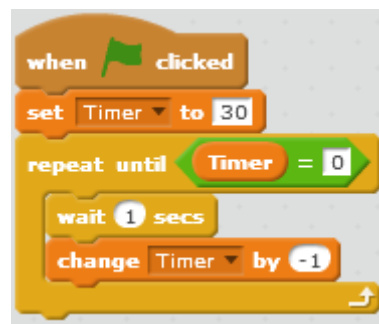


Step 4. Create game timer and points counter

1. Create a script that will define witch hitting;
2. Create a new variable "Points" which will count successful hits;
3. Set the definition of the variable "Points" to 0 after the green flag is pressed;
4. Set a command "Change Points by 1" after the sprite is being clicked;



5. Create a new variable "Timer" which will define the time of our game;
6. Create a new script which will set the timer for 30 seconds. Once the time finishes, the game is over.



Step 5. Additional task

1. Create a script which will add the maximal result of the game into the variable "Best score".