

Lesson 7. Impudent Crab

Task: Create a game – a crab shoots fishes with balls.

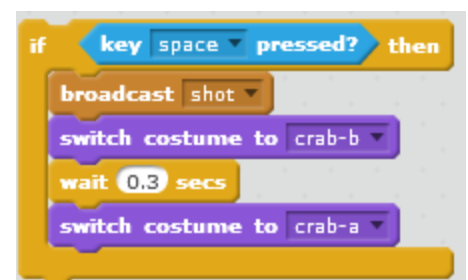
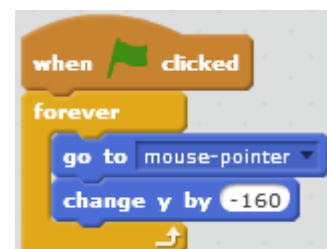


Step 1: Preparation

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 “Underwater2”);
4. Delete default backdrop (right-click, “delete”).

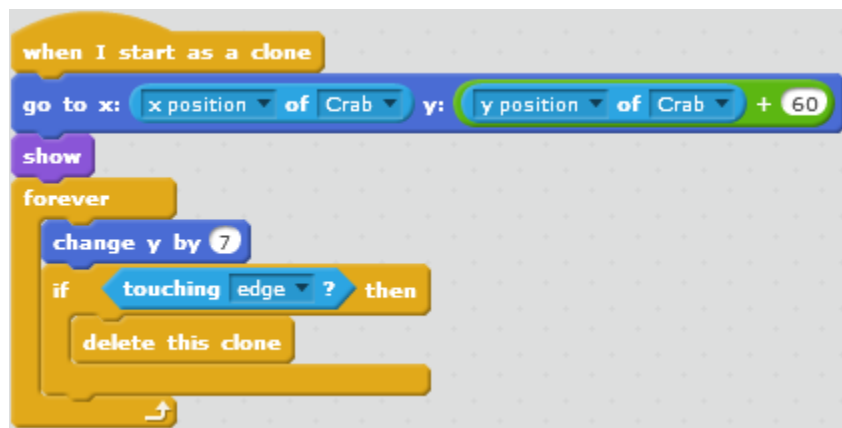
Step 2: Crab’s script

1. Add a new sprite of a crab (category “Animals”, sprite “Crab”) and shrink its size 5-7 times;
2. Create a script for the crab in order to make it follow the mouse pointer, but only horizontally;
3. Add an animation block for crab’s shooting and a message about the shot to the main script which will work when the Space key is pressed.



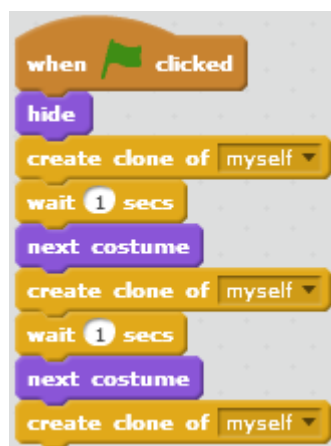
Step 3: Ball movement

1. Add a new sprite of a ball (category "Things", sprite "Ball") and shrink its size 7-9 times;
2. Hide a ball;
3. Create a script which will start working after a message about a shot is received and which will clone itself;
4. Add a script which will define the movement of the ball when it starts as a clone.

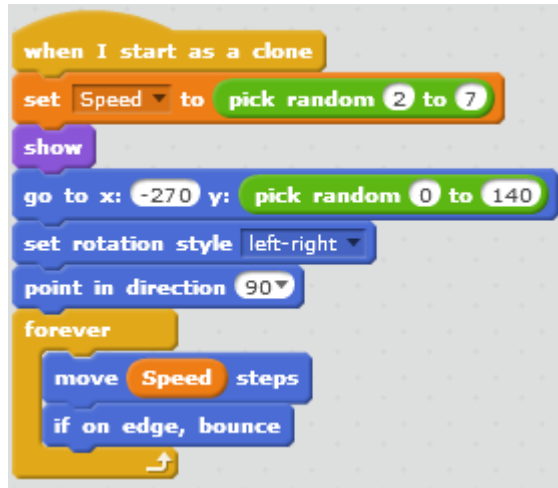


Step 4: Fish movements

1. Add a new sprite of a fish (category "Animals", sprite "Fish1") and shrink its size 7-9 times;
2. Add costumes "Fish2" and "Fish3";
3. Create a fish cloning script;



4. Create a fish movement script, when the fish starts as a clone;



5. Create a fish hitting condition.



Step 5: Additional tasks

1. Add a fish hitting counter;
2. Set a game timer for 30 seconds;
3. Add a condition that a fish disappears after being hit for 3 times.