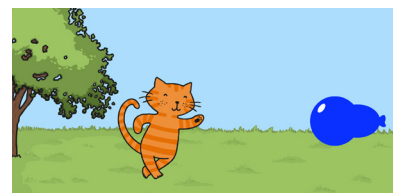




Splat Game

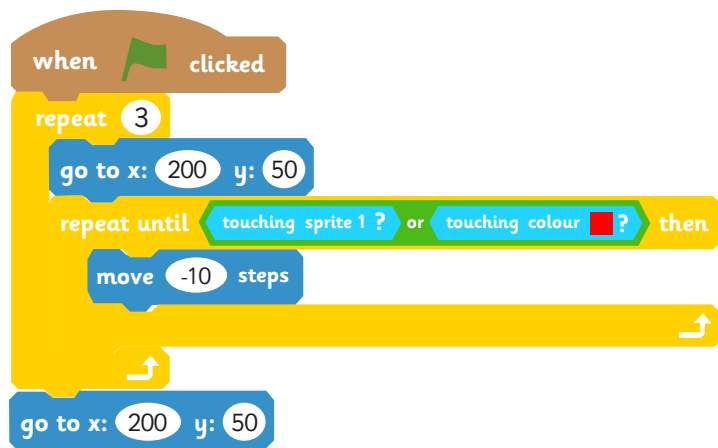
Backdrop and Sprite

First, make sure you have created or selected a suitable backdrop and then drawn your water balloon. Remember you must have a 'wall' with a distinguishable colour from the rest of the backdrop.



The Water Balloon

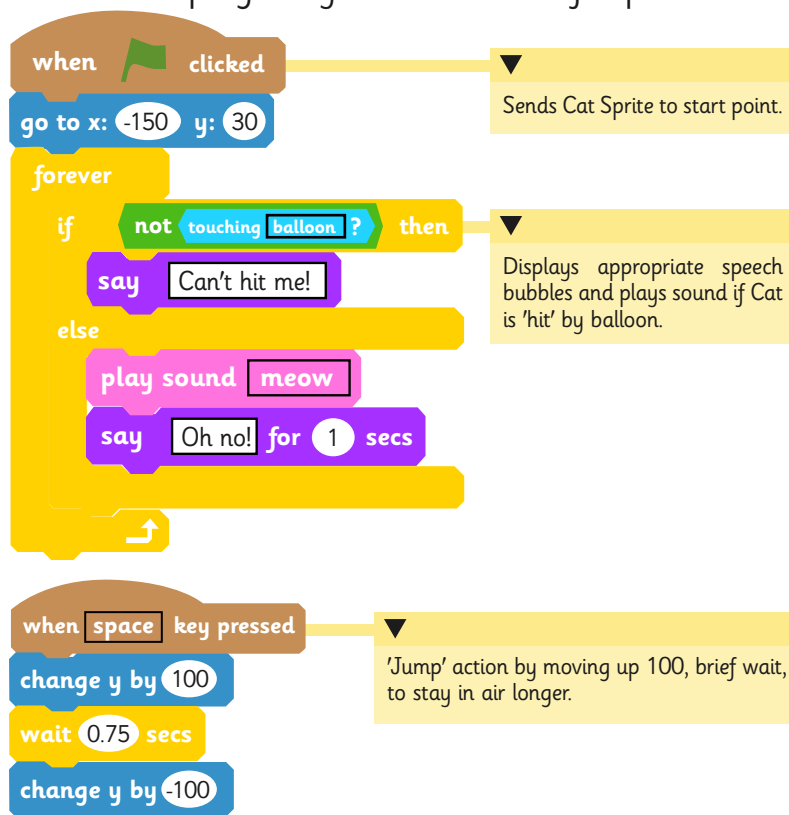
When you have created your water balloon, think about what you want it to do.



- Start by using the Repeat block and enter a value of 3 for the number of times the water balloon will move.
- Inside the Repeat code, instruct the balloon to Go To a starting place of 200, 50.
- Then, Repeat Until the balloon is either touching Sprite 1 <OR> touching the wall colour. Move -10 steps.
- Hint: You will find AND, OR and NOT in the 'Operators' tab.

The Character Sprite

You need to program your character to jump.



- First instruct the sprite to Go To a starting place of -150, 30.
- Use the Forever block and inside the block for If Then Else.
- If the sprite is <NOT> touching the balloon then say 'Can't hit me!'
- Else say 'Oh No' for 1 second.
- Can you add a sound for when the balloon hits the cat?
- To control the character: When space key is pressed, change y by 100, wait 0.75 seconds, change y by -100.
- How would you make the sprite jump higher or stay in the air longer?

Challenge

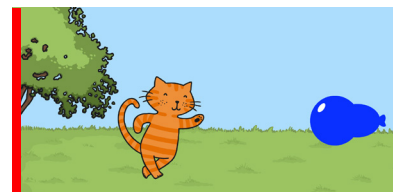
- How could you begin to develop your game and add extra effects?
- Save a new version of your game and explore your coding ideas. You could include sound or speech.



Splat Game

Backdrop and Sprite

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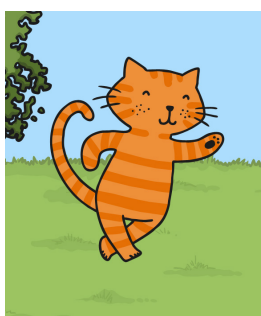
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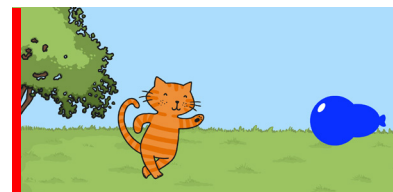
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Splat Game

Backdrop and Sprite

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The Water Balloon

When you have created your water balloon, think about what you want it to do.



- How can you make the balloon travel across the screen a number of times?
- Remember to send it to a starting point when the game is first run.
- Try using the Repeat and Repeat Until blocks.

The Character Sprite



- What does your character need to do?
- What blocks can you use to make it appear to jump?
- How could you make it jump higher or 'stay in the air' longer?
- Hint: Make sure the character jumps high enough and stays in the air long enough to avoid the balloon!

Challenge

- How could you begin to develop your game and add extra effects?
- Save a new version of your game if you need to and explore your coding ideas. You might want to include sound or speech.