# FOOD CHASE GAME: PART 3

You need to fix a few things to make your app work completely and to make it more exciting for users.

- Make the GreenBall move around the screen so the RedBall must avoid it.
- Respond to user selection in the dialog box when the RedBall and the GreenBall collide.



## START HERE



Open the FoodChase project you made in Part 1 and 2 of this unit and make sure you are using the Blocks Editor. --



Make a procedure, named **Restart**, that you can use in two places: when the app starts and when the user says Yes to Play Again? in the dialog box.

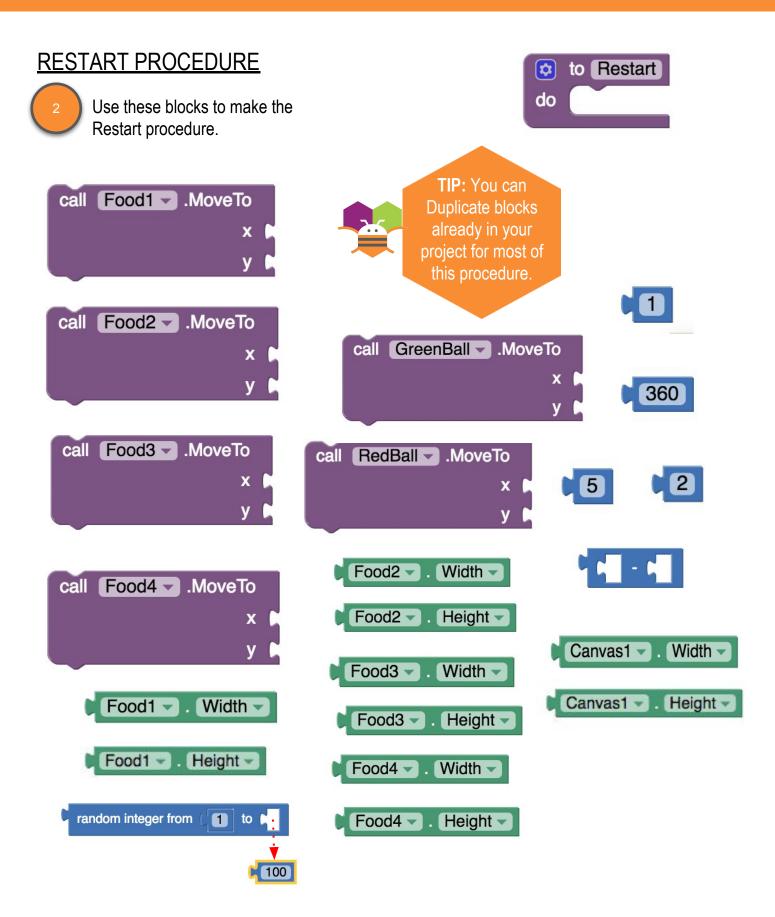
#### The procedure should:

- Move all Food ImageSprites to random positions on the Canvas.
- Move RedBall and GreenBall to random positions on the Canvas.
- Set **RedBall** and **GreenBall's** *Radius* to **2**.
- Set **GreenBall's** Speed to **5**.
- Set GreenBall's Heading to a random number from 1 to 360.

Use the blocks on the following page.







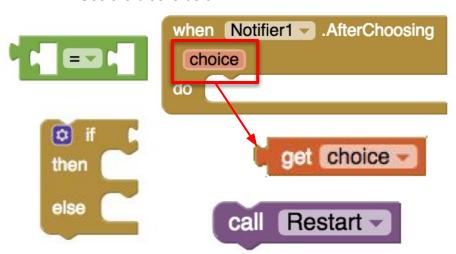


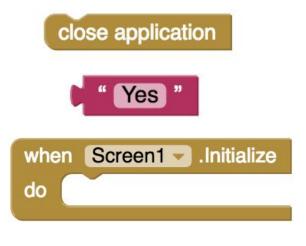
## **CALLING RESTART**

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You'll call the **Restart** procedure in two places:

- when the app starts
- o if the user decides to "Play Again".
- If the user decides not to "Play Again", close the app. Use the blocks below.



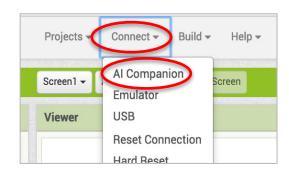


Because **GreenBall** is now automatically moving around the screen, you want it to bounce off the edges, not get stuck, so add a **when GreenBall.EdgeReached** block. Use

these blocks.



- 6 Now test the app with the MIT Al2 Companion.
  - Does the GreenBall move around the screen?
  - Does the GreenBall bounce off edges?
  - When the game is over, can you restart by choosing "Yes"?
  - Does choosing "No" close the app? (note you cannot fully test this with the Al2 Companion)





## COMPUTATIONAL THINKING CONCEPTS and PRACTICES

The following are the Computational Thinking Concepts and Practices used in Part 3.

