

BASIC BEGINNERS SCRATCH – THE SHARK GAME 2.0

LEVEL 2 –
NI !!!

Use your previous shark game and try adding these extras. Make the game more fun, a bit harder, learn more commands, and take it up to version 2.0!



name:

date :

sensai:



	Targets	Hints	Done?
LEVEL UP !	Make another fish for the shark to eat by duplicating your fish sprite	there's a "duplicate" button on the sprite toolbar or you can right-click on your sprite	
	Add a different colour "bad fish" which reduces your score by 10 if you eat it	duplicate sprite, change costume, negative score	
	Introduce a "GAME OVER" message when the game finishes and hide the fish	create a "GAME OVER" sprite,	
	Add a popping sound when eating a good fish		
LEVEL UP !!	Ask the player to enter their name at the start of the game and display it on screen	"ask and wait", use "broadcast" when the game has started to start the sprites moving	
	Create some backgrounds so that the bubbles appear to rise	copy and edit backgrounds	
	Add a crab which walks across the sea bed		
	Add a gong sound when eating a bad fish		
LEVEL UP !!!	Control the shark with the mouse rather than the cursor keys		
	Change from using a maximum score to using a countdown timer to end the game	use a variable called "time", set to 30, wait 1 second, change by -1	
	Make the shark only chomp down when eating a fish	have the fish "broadcast" when they have been eaten and make the shark respond	
	Add a bubbles sound to play in the background all of the time until "game over"	forever, play sound until done	
LEVEL UP !!!!	Make another "bad" fish and make it chase the shark	duplicate sprite, what did you use to make the shark follow the mouse?	
	Add an instructions screen at the start of the game	add background until player enters their name	
	Make the crab do something interesting ...	use your imagination & do something awesome !!!!	