

Adding to Pacman example

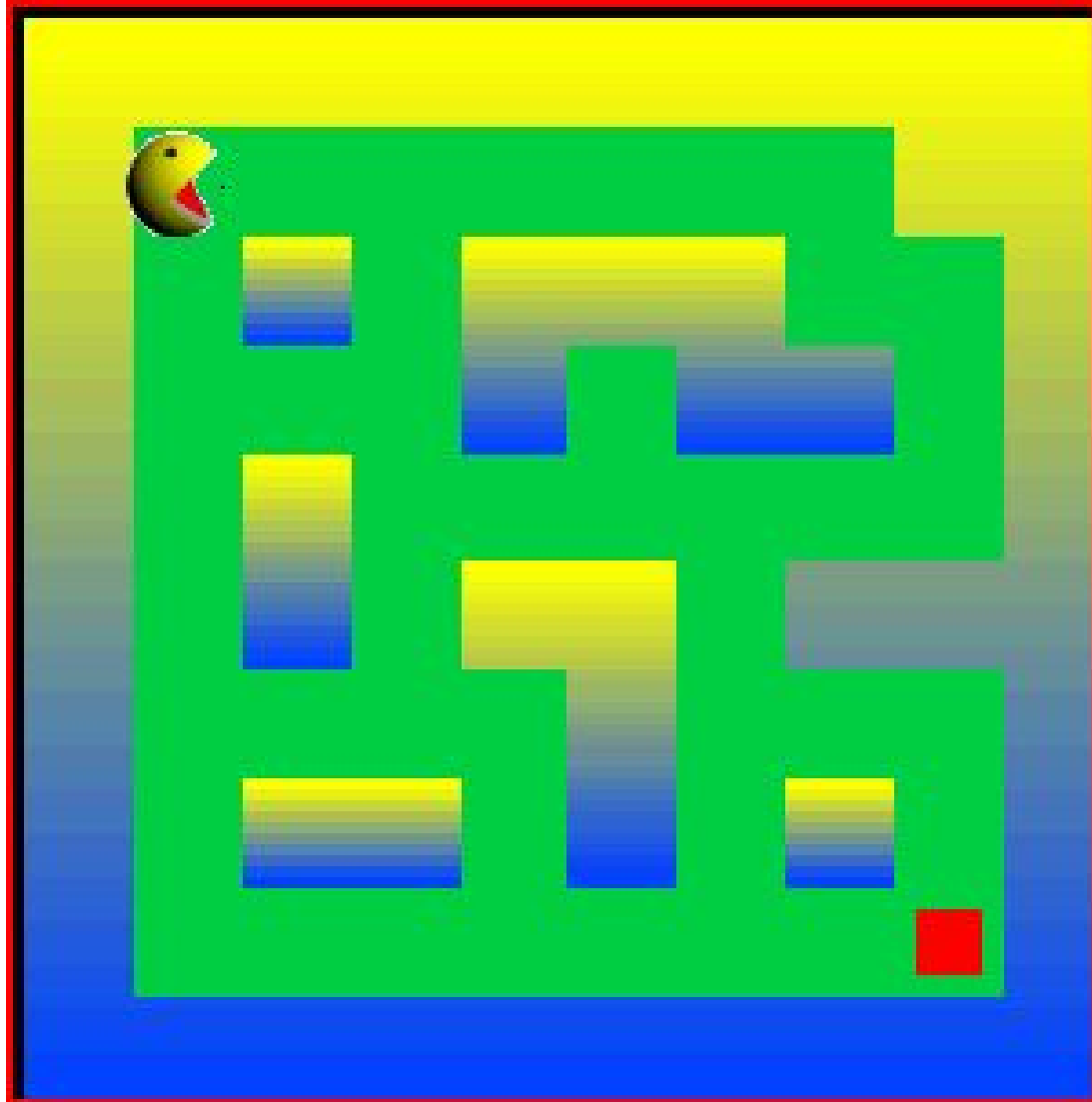
A Scratch Lesson

Steps

1. Open pacman example and try it out
2. Figure out how it works
3. Take a copy of pacman
4. Add some stuff for pacman to eat
5. Add a score
6. Add a GHOST
7. Aaaarrggggghhh – GAME OVER
8. Add an escape route



Open pacman example and try it out



Motion

Control

Looks

Sensing

Sound

Operators

Pen

Variables

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards

go to x: -105 y: 87

go to

glide 1 secs to x: -105 y: 87

change x by 10

set x to 0

change y by 10

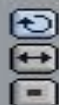
set y to 0

if on edge, bounce

☐ x position

☐ y position

☐ direction



pacman



x: -105 y: 87 direction: 90

Scripts

Costumes

Sounds

when green flag clicked

go to x: -103 y: 87

forever

wait 0.1 secs

next costume

when left arrow key pressed

point in direction -90

when right arrow key pressed

point in direction 90

when down arrow key pressed

point in direction 180

when up arrow key pressed

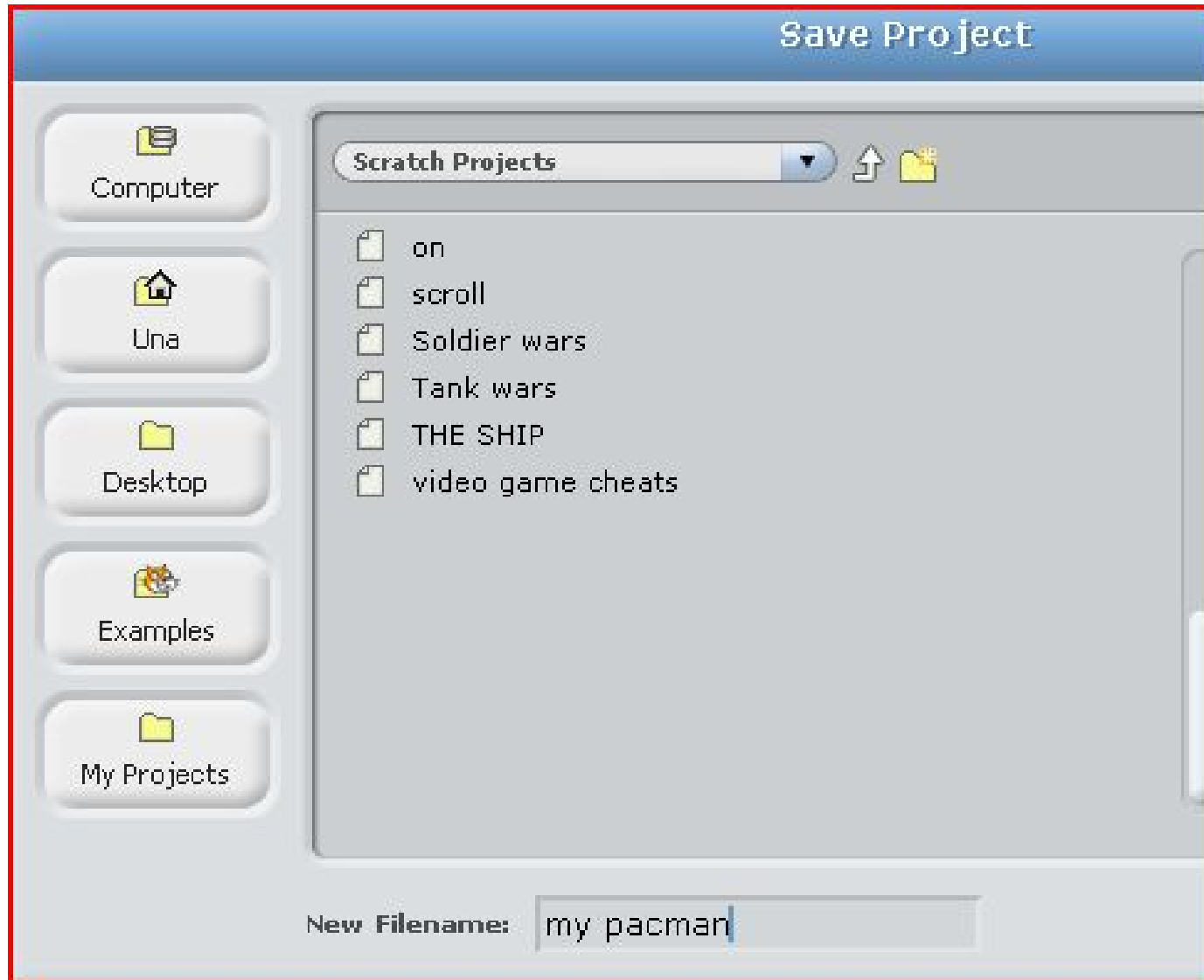
point in direction 0

when green flag clicked

forever if color is touching ?

move 2 steps

Take a copy of pacman





food1



x: -102 y: -12 direction: 90

Scripts

Costumes

Sounds

when  clicked

show

forever

if touching pacman ?

hide

change score by 1



food1



x: -102 y: -12 direction: 90

Scripts

Costumes

Sounds

when  clicked

show

forever

if

touching pacman ?

hide

change score by 1

when  clicked

go to x: 109 y: -80

show

forever

if $\text{x position of pacman} < \text{x position of ghost}$

change x by -1

if $\text{x position of pacman} > \text{x position of ghost}$

change x by 1

if $\text{y position of pacman} < \text{y position of ghost}$

change y by -1

if $\text{y position of pacman} > \text{y position of ghost}$

change y by 1

Tools and drawing area:

- Icons: Zoom in, Zoom out, Refresh.
- Buttons: Import, Undo, Redo.
- Drawing tools: Pencil, Eraser, Lasso.
- Text tool: T.
- Brush size: [Slider]
- Color palette: [Grid of colors]
- Set cost: [Button]

Stage and Scripts area:

Game over [Lock icon]

x: 0 y: 0 direction: 90

Scripts | Costumes | Sounds

Scripts:

- when [Pac-Man] clicked
 - hide
- when I receive got pacman
 - show
 - stop all [Red octagon]

when  clicked

forever if  is touching  ?

move 2 steps

if  x position ▼ of pacman ▼ < -130

go to x: 137 y: 0

if  x position ▼ of pacman ▼ > 138

go to x: -129 y: 30