BASIC BEGINNERS SCRATCH – THE SHARK GAME 2.0

CHEAT SHEET!

Script for "good" fish

```
when I receive start_game
show
forever
    move 20 steps
    wait 0.5 secs
    turn ↻ pick random 1 to 10 degrees
    if on edge, bounce
    turn ↻ pick random 1 to 10 degrees
    if touching Shark ?
        broadcast got_me
        play sound Pop
        change Score by 10
        hide
        wait 1 secs
        go to x: pick random -240 to 240 y: pick random -180 to 180
        show
```

```
when I receive end_game
hide
```

Script for shark

```
when I receive start_game
show
switch to costume shark-closed
forever if distance to mouse-pointer > 10
    point towards mouse-pointer
    move 5 steps
```

```
when I receive got_me
repeat 2
    switch to costume shark-open
    wait 0.1 secs
    switch to costume shark-closed
```

```
when I receive end_game
hide
```

Script for "bad" fish - chasing

```
when I receive start_game
show
forever if distance to Shark > 10
    point towards Shark
    move 2 steps
    if touching Shark ?
        broadcast got_me
        play sound Gong
        change Score by -10
        hide
        wait 1 secs
        go to x: pick random -240 to 240 y: pick random -180 to 180
        show
```

```
when I receive end_game
hide
```

Script for "bad" fish - random

```
when I receive start_game
show
forever
    move 20 steps
    wait 0.1 secs
    turn ↻ pick random 1 to 10 degrees
    if on edge, bounce
    turn ↻ pick random 1 to 10 degrees
    if touching Shark ?
        broadcast got_me
        play sound Gong
        change Score by -10
        hide
        wait 1 secs
        go to x: pick random -240 to 240 y: pick random -180 to 180
        show
```

```
when I receive end_game
hide
```

Script for scene

```
when 🚩 clicked
switch to background underwater
set Time to 30
set Score to 0
set Player to 0
ask What's your name? and wait
set Player to answer
broadcast start_game
forever
    wait 0.5 secs
    next background
```

```
when 🚩 clicked
forever
    play sound Bubbles until done
```

```
when I receive start_game
repeat until Time = 0
    wait 1 secs
    change Time by -1
broadcast end_game
```

Script for crab

```
when I receive start_game
go to x: -240 y: -180
forever
    move 10 steps
    if on edge, bounce
    wait 0.1 secs
```

Script for Game Over

```
when 🚩 clicked
hide
```

```
when I receive end_game
show
stop all ⬤
```

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