

## Normal

Scratch ★

To keep with the theme of CoderDojo and birthdays, let's throw birthday cakes at a robot!

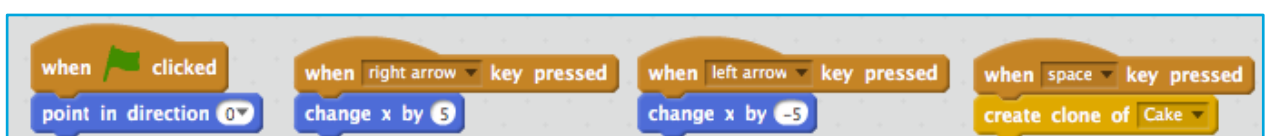
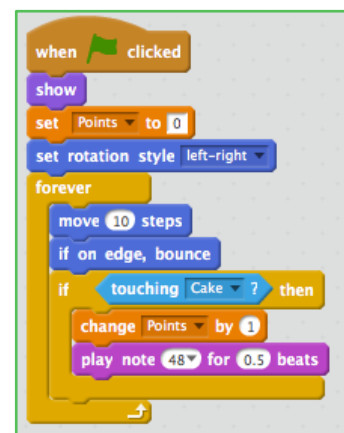
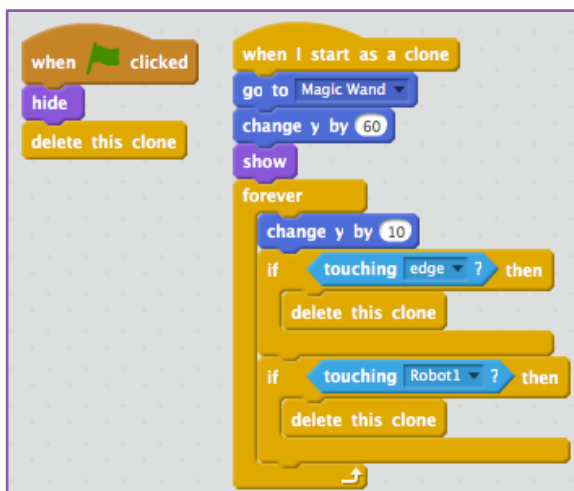
You're going to need to have Scratch 2, or use it online at [scratch.mit.edu](http://scratch.mit.edu)



### Here's one I made earlier!

You can find a fancy version of this at [dojo.soy/birthdayscratch](http://dojo.soy/birthdayscratch) to see how it works

You can find everything except the CoderDojo logo in the sprite library in Scratch, and the logo is at [dojo.soy/birthdaylogo](http://dojo.soy/birthdaylogo) for you. Here's the code:





## Hard

Scratch ★★

Now you can add some trickier stuff: Checking for a particular score and telling the player they've won when they reach it.

You'll need to create a new "You Win!" sprite using the editing tools in Scratch.

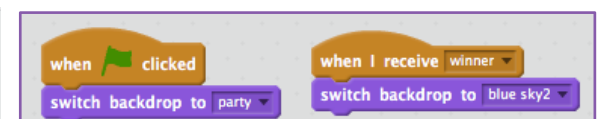
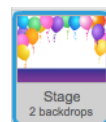
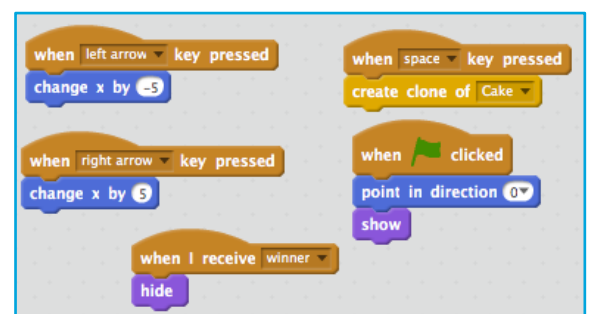
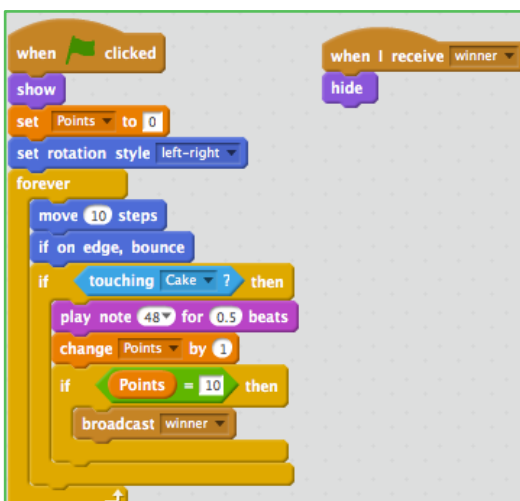
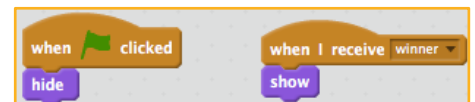
You might also want to add another backdrop to use for the winning screen.



Then you need to add and change some bits of your code:



YOU WIN!!!



## Ultra

Scratch ★★★

Change the game around so you score points when you **don't** hit the robot. Or make it play "Happy Birthday" like my demo. Your call!