



name:

date :

sensai:

Here's a project we've borrowed for a game to test multiplication skills ... but we think it could be a lot better! So use this as a starter but create your own (better!) version



Script for monster

```
when green flag clicked
  show
  say Press space bar to start but remember if you get less than 500 points I get your soul! for 5 secs
  set first to 0
  set second to 0
  set right so far to 0
  set score to 0

when space key pressed
  say If you're sure!!! ..... Start the clock time keeper! for 2 secs
  broadcast he's ready!

when I receive he's ready!
  repeat 5
    set first to pick random 1 to 10
    set second to pick random 1 to 10
    say join first join x second for 1 secs
    set number to first * second
    ask What's your answer? and wait
    if answer = number
      say Good! for 2 secs
      change right so far by 1
    else
      say Too bad! for 2 secs
  broadcast done
  set score to right so far * time left
  if score > 500
    broadcast you won
    say join Well done! You got score for 2 secs
    hide
  else
    broadcast you lost
    say join You lose! I got you! You got score for 2 secs
    hide
```

Variables used

- ☐ first
- ☐ number
- ☒ right so far
- ☐ score
- ☐ second
- ☒ time left

Script for scene

```
when green flag clicked
  switch to background stars
  set time left to 200

when I receive you lost
  switch to background woods
  stop all

when I receive he's ready!
  forever if time left > 0
    wait 1 secs
    change time left by -1

when I receive you won
  switch to background school1
  stop all
```

Backgrounds used

Scripts Backgrounds Sounds

New background: Paint Import Camera

1

school1
480x360 84 KB
Edit Copy X

2

woods
480x360 191 KB
Edit Copy X

3

stars
480x360 18 KB
Edit Copy X