DALEKS – Mentor Notes

# Key Concepts:

* Using Broadcast as an event
* Colour as a mean of knowing when you are caught
* Stage as an area to execute code
* Correct Sequencing of event
* Sprite location/following sprites
* General good practice - Scoring, restarting, costumes
* Highlights different modes of gameplay

# Things to Watch out for:

* First version had a dead dalek broadcasting to the stage which counted up to 4 to see if it was last one left and so player had won. But if 2 daleks died in the same move, counter only went to 3. Why?

A: The 2 broadcasts from the 2 last daleks were sent almost simultaneously and only 1 broadcast was processed (Scratch must not queue them up when a broadcast if same type is currently being processed).

Fix was for each dalek to increment the counter themselves and then broadcast to stage which checked if counter=4

* First version had the power-up timer code within the "if touch green" code but power-up (usually) didn't end on time. Why?

As soon as player moved away, the code stopped running so they needed to keep touching green to work (defeats purpose of the power-up).

Fix was to broadcast to stage where the timer runs correctly, ends on time

* Player code checks for power-up touches before checking for dalek touch, as the power-up might save their life eg invulnerability power-up