


# *Easter Mini-Games*

*Using state, theme variation, multi-level game*



# Set the stage

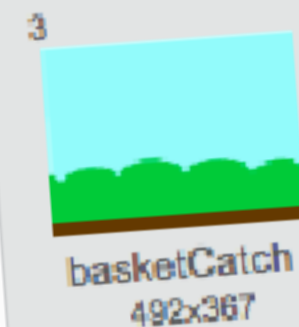
when  clicked  
set state to start  
forever  
switch backdrop to state

when space key pressed  
set state to start

when a key pressed  
set state to eggHunt

when b key pressed  
set state to basketCatch

## New backdrop:





# Game on!!!



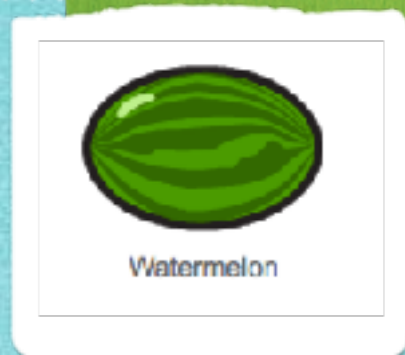
```
when green flag clicked
  switch costume to button2-a
  show
```

```
when this sprite clicked
  switch costume to button2-b
  wait 1 secs
  switch costume to button2-a
  set state to eggHunt
  broadcast beginEggHunt
```

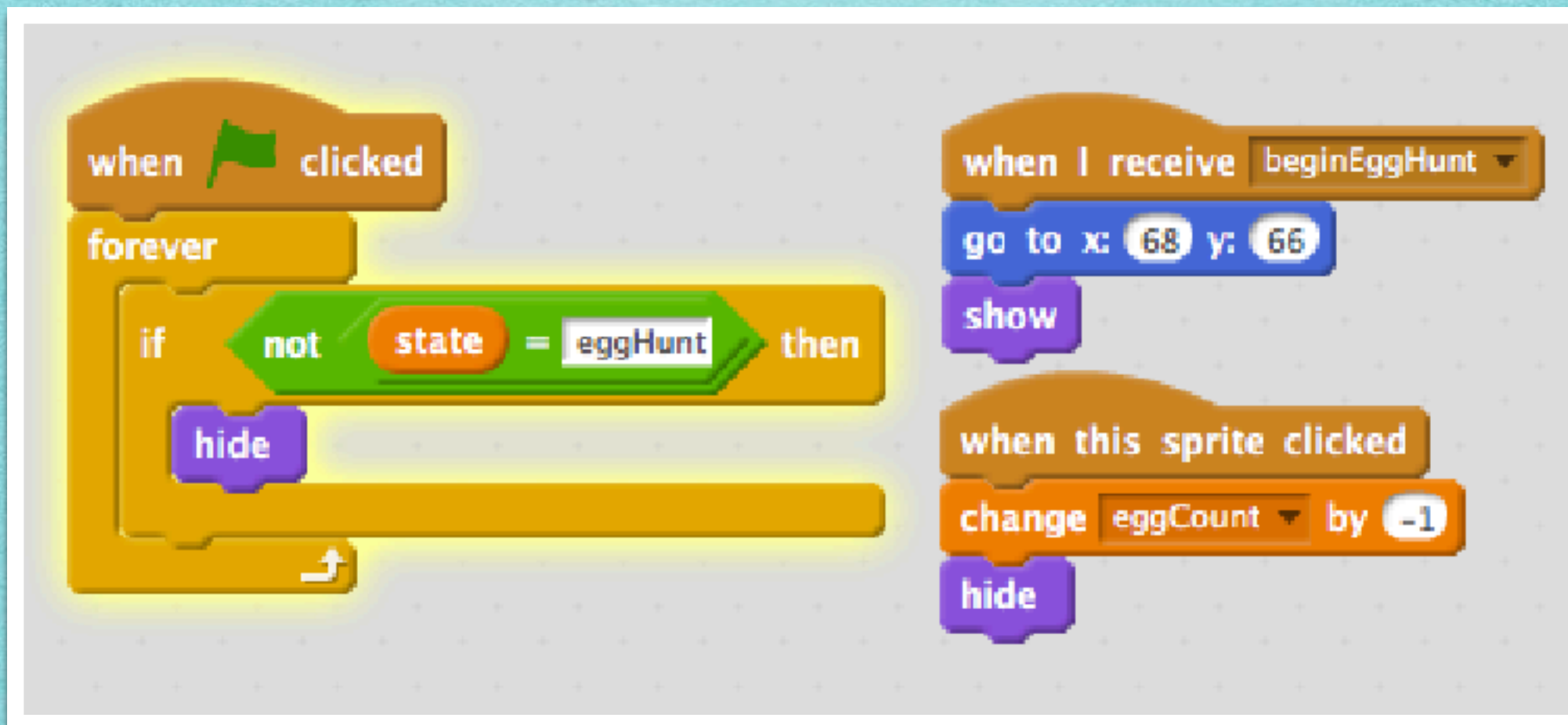
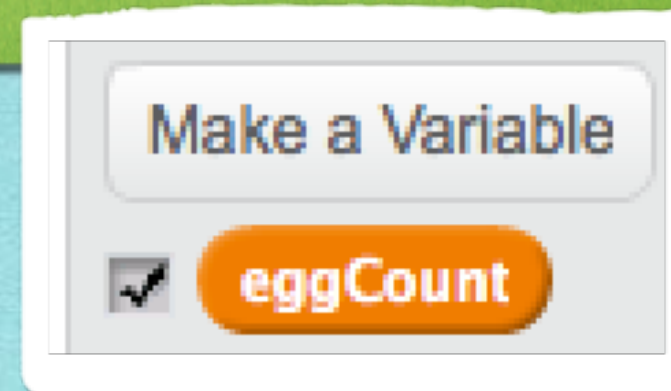
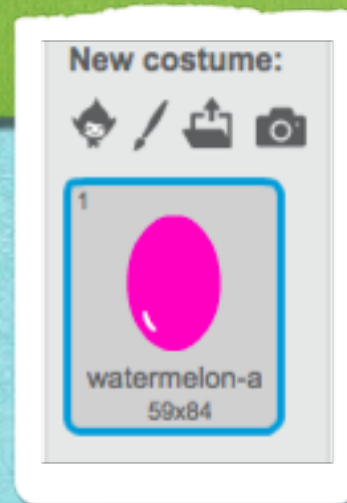
```
when green flag clicked
  forever loop
    if state = start then
      show
    if not state = start then
      hide
```



# Watermelon Easter egg?

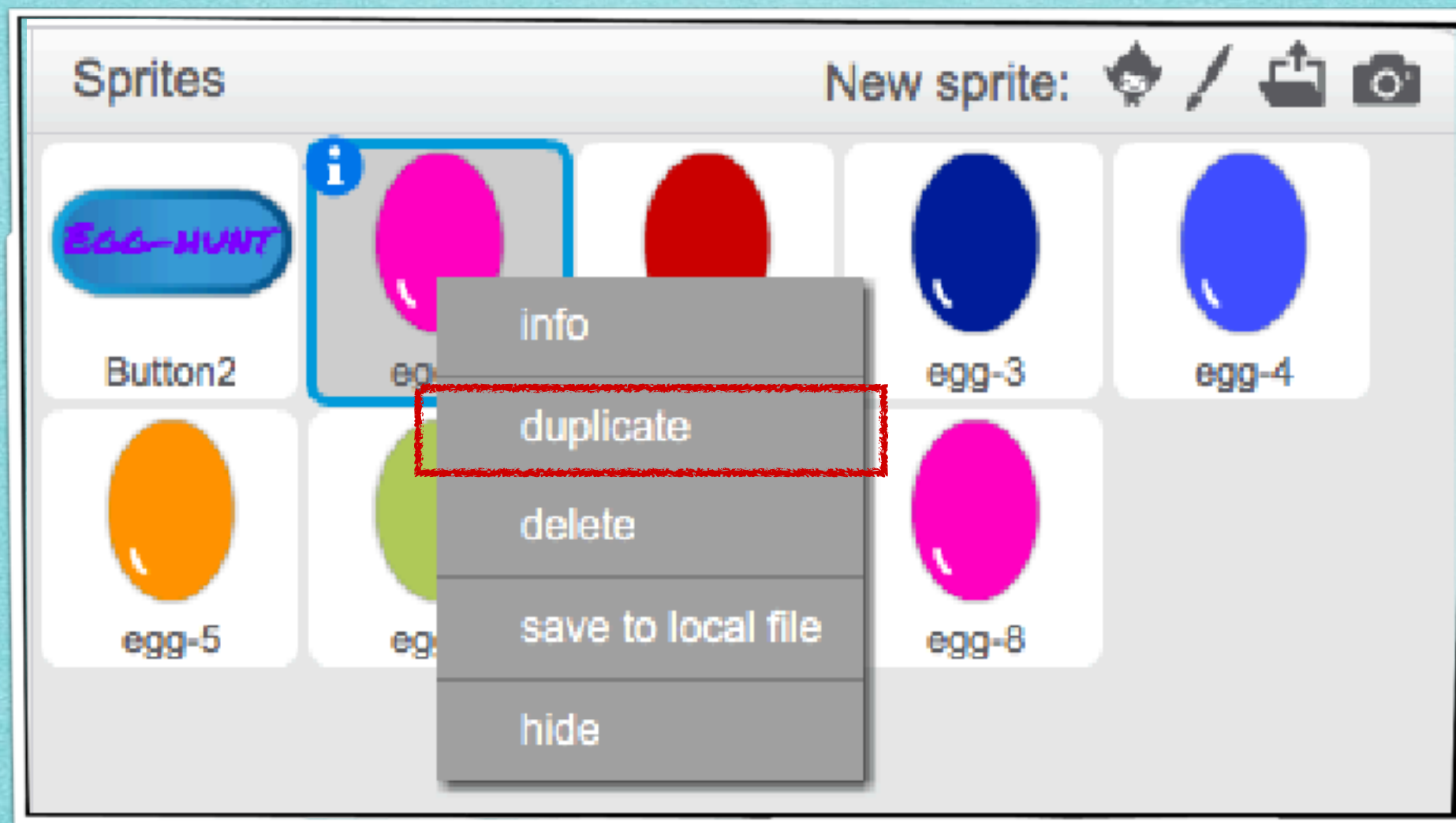


=





# Hide eggs everywhere...





# Keep track of your eggs!



Stage  
3 backdrops

New backdrop:



when I receive beginEggHunt

set eggCount to 6

when clicked

forever

if eggCount = 0 or eggCount < 0 then

set state to start

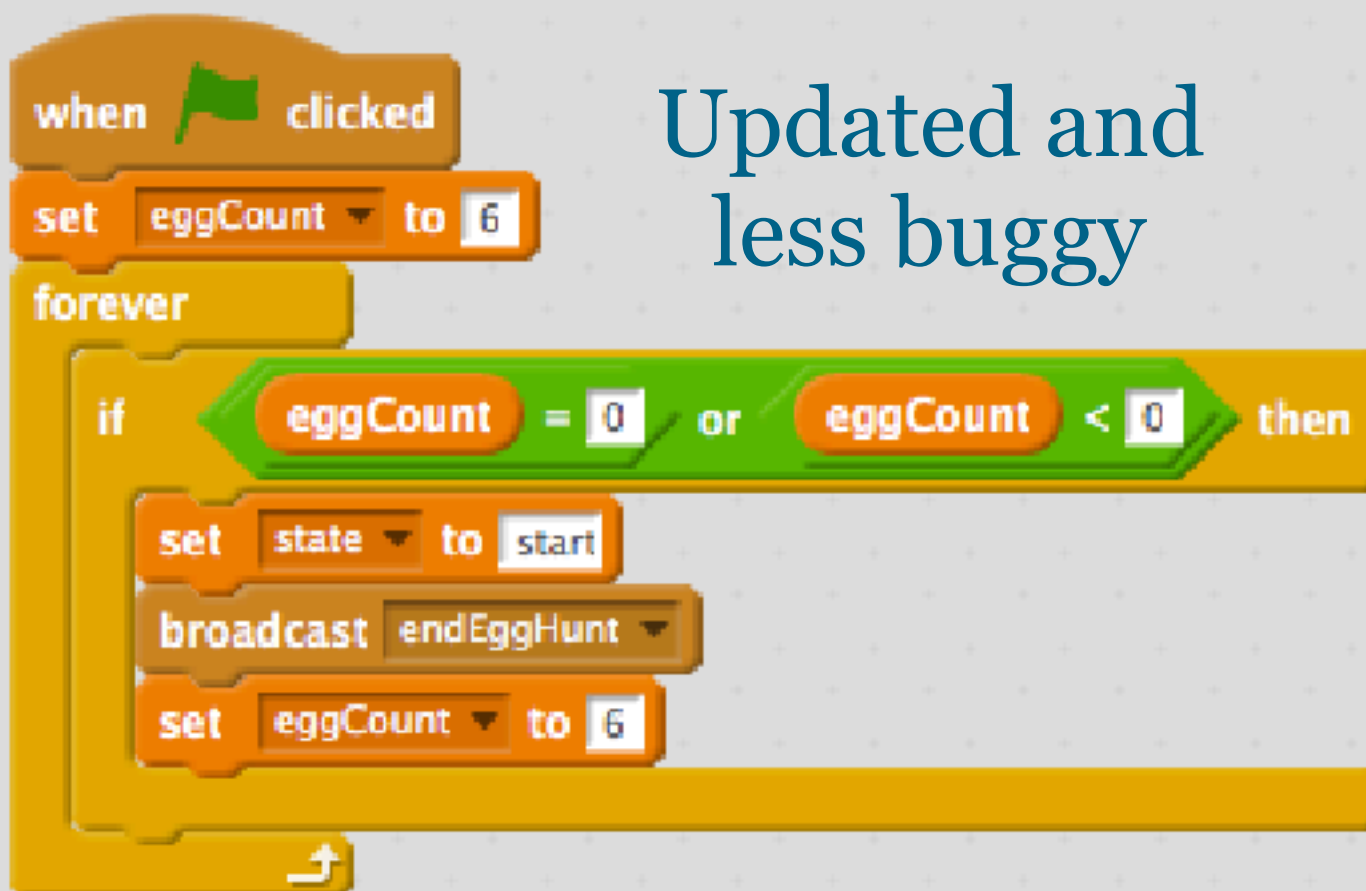


# *Easter minis week 2*

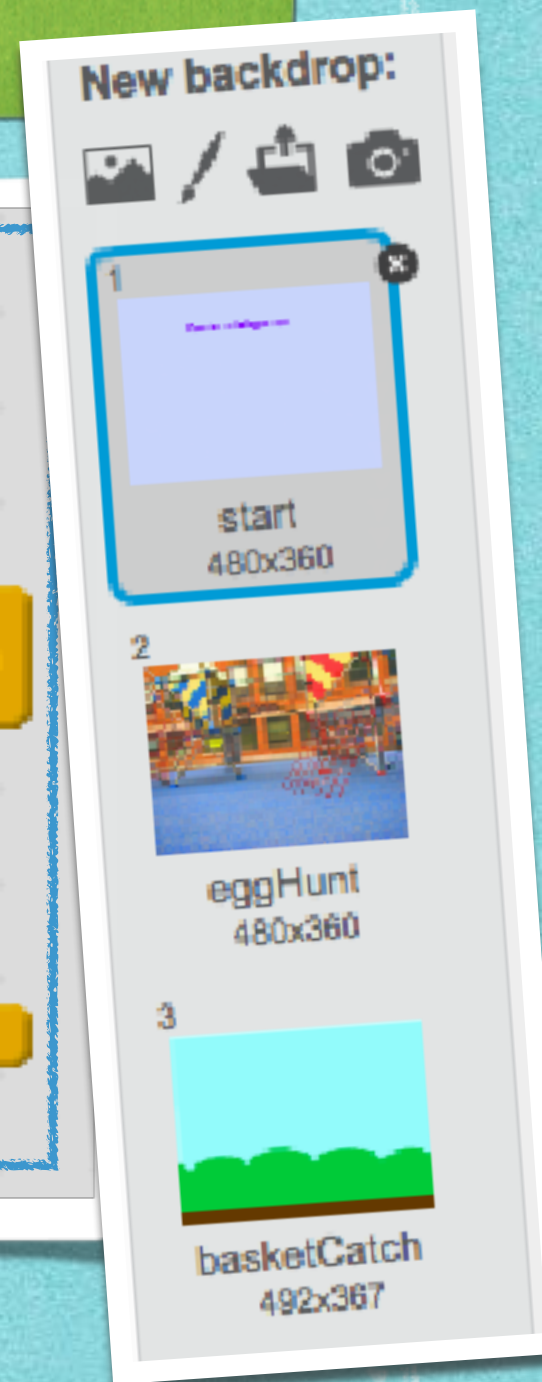
*Basket Catch - part 1*



# Keep track in the back.

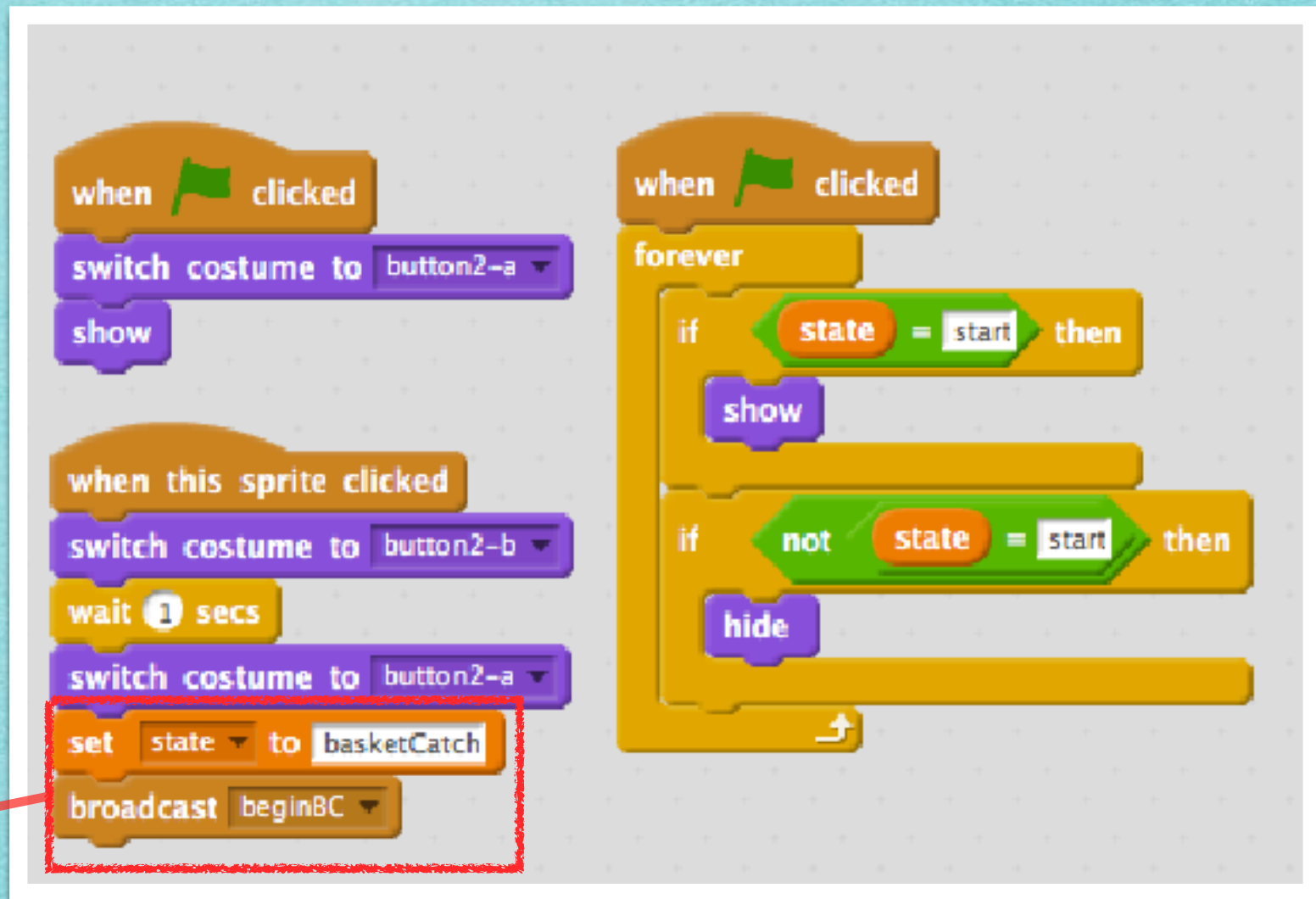


Updated and  
less buggy



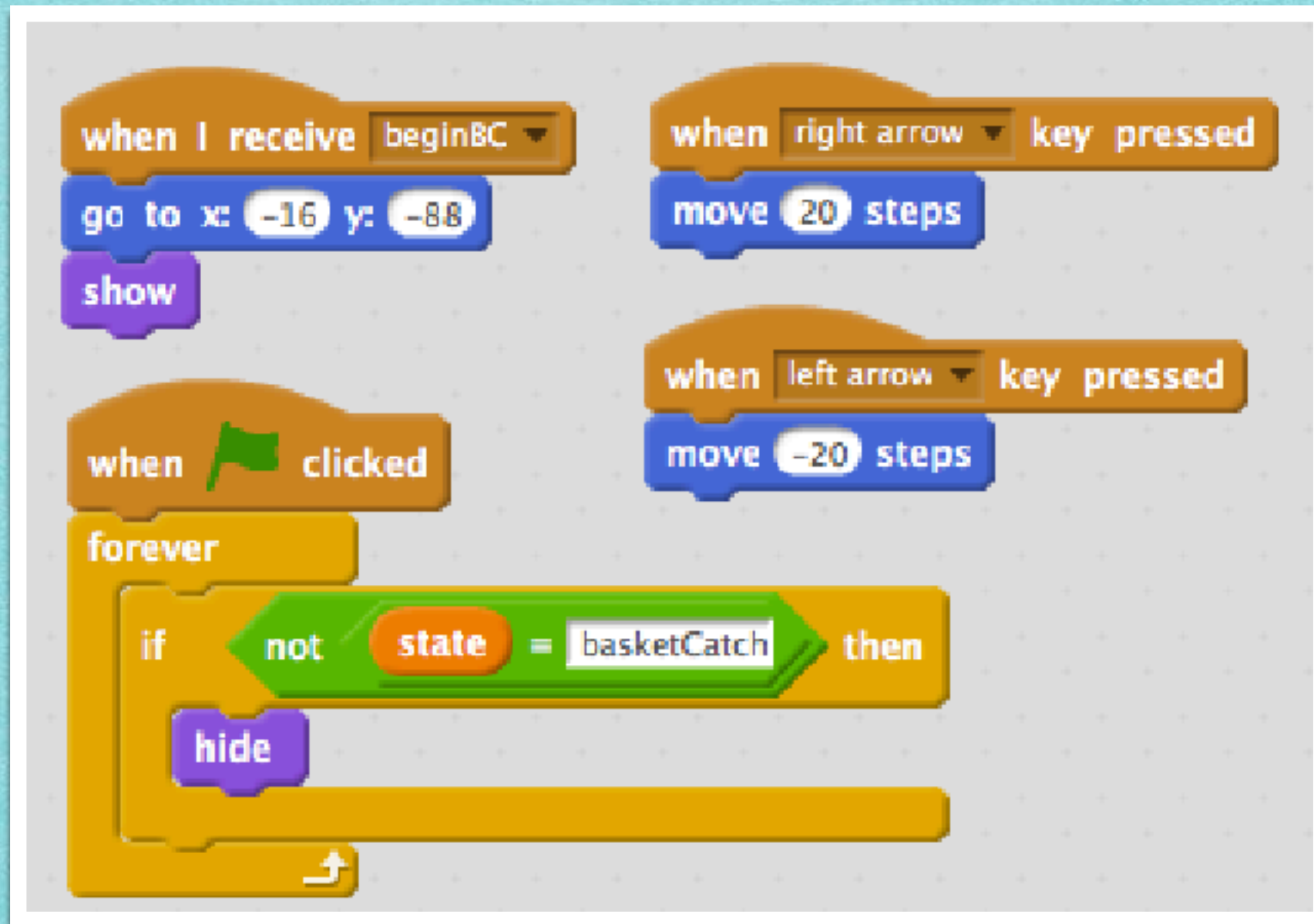


# A new game button





# Grab a basket





# Falling eggs?



when  clicked

forever

if

not

state

=

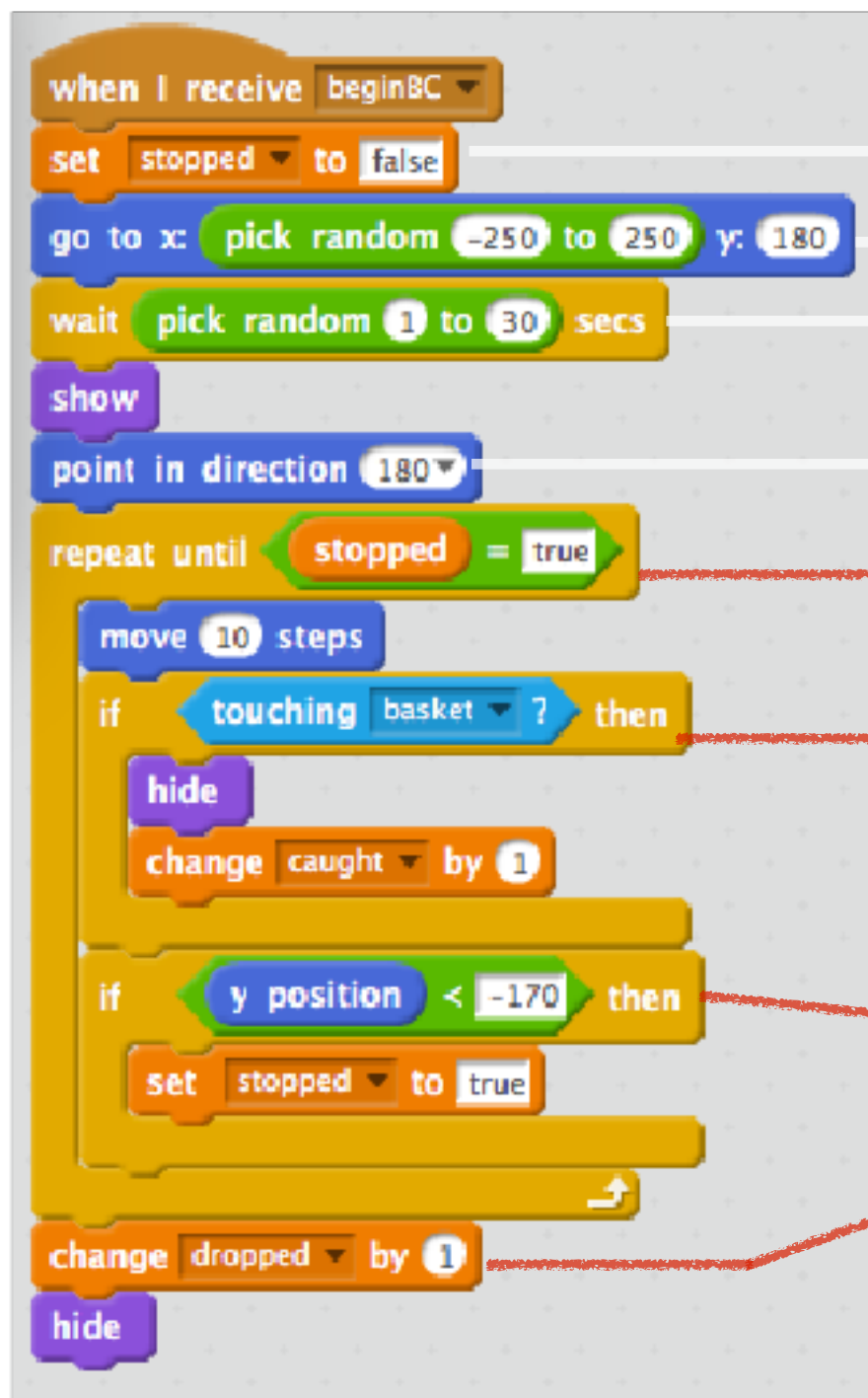
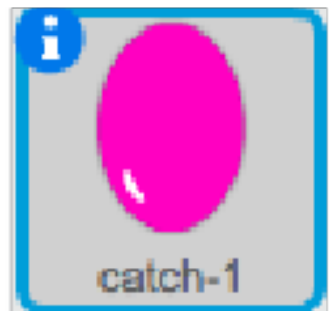
basketCatch

then

hide



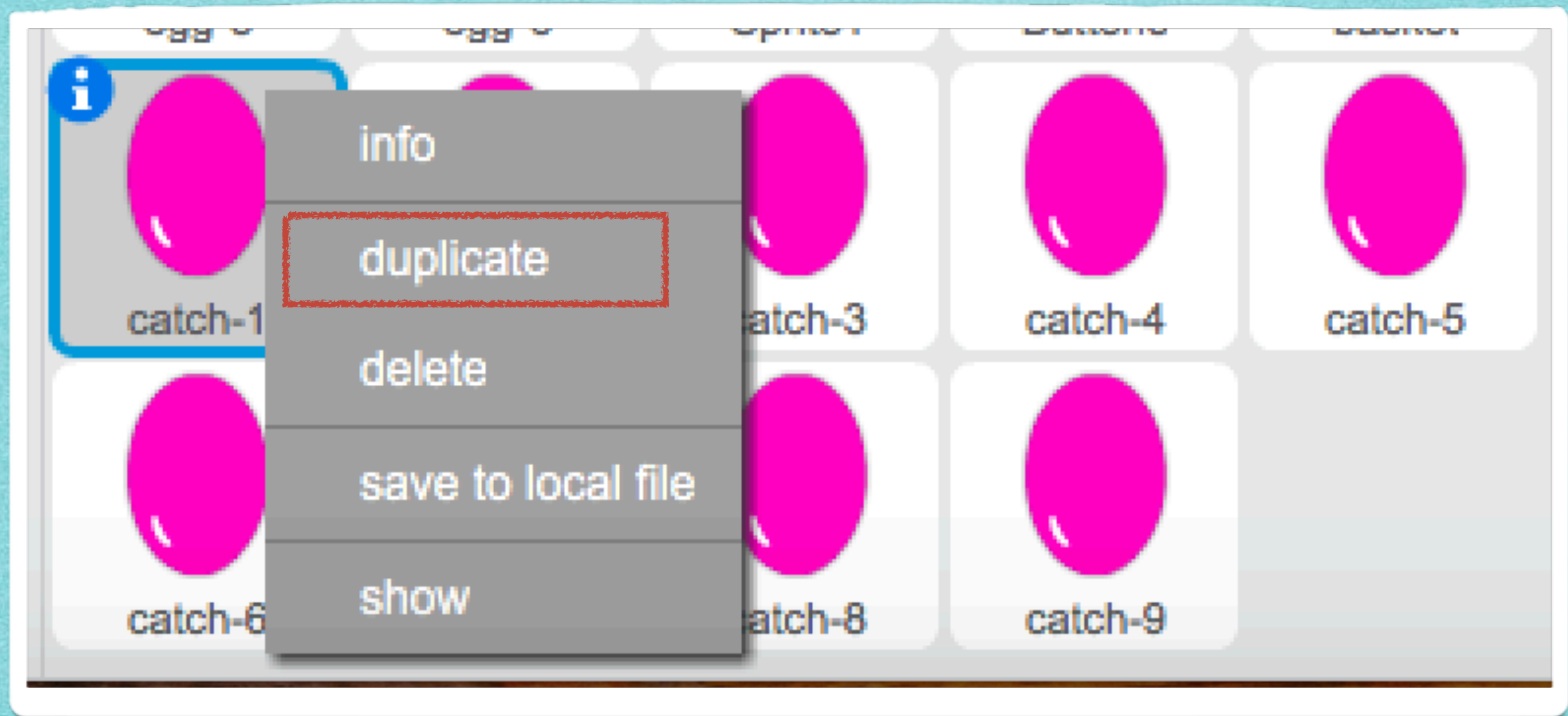
# Catch the eggs



- Start NOT stopped
- Somewhere across the top
- At some time
- Point down
- Keep falling until stopped
- Was it caught?
- Has it Stopped?
- How many dropped?



# Duplicating eggs with code





# Keep track in the back.

