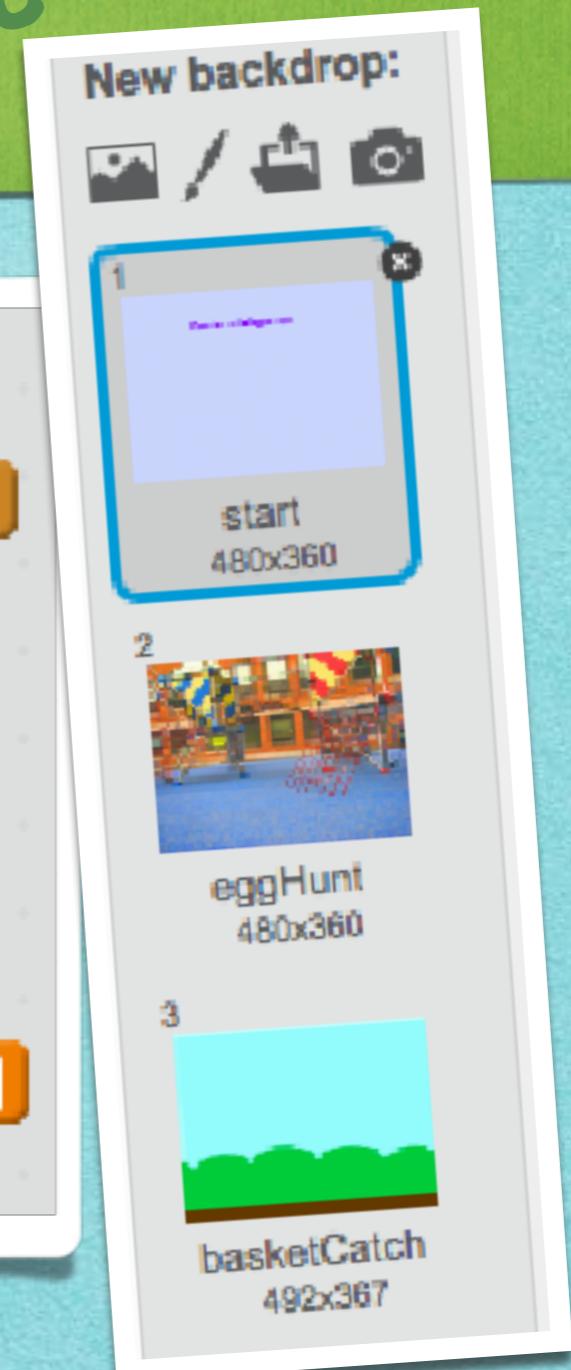
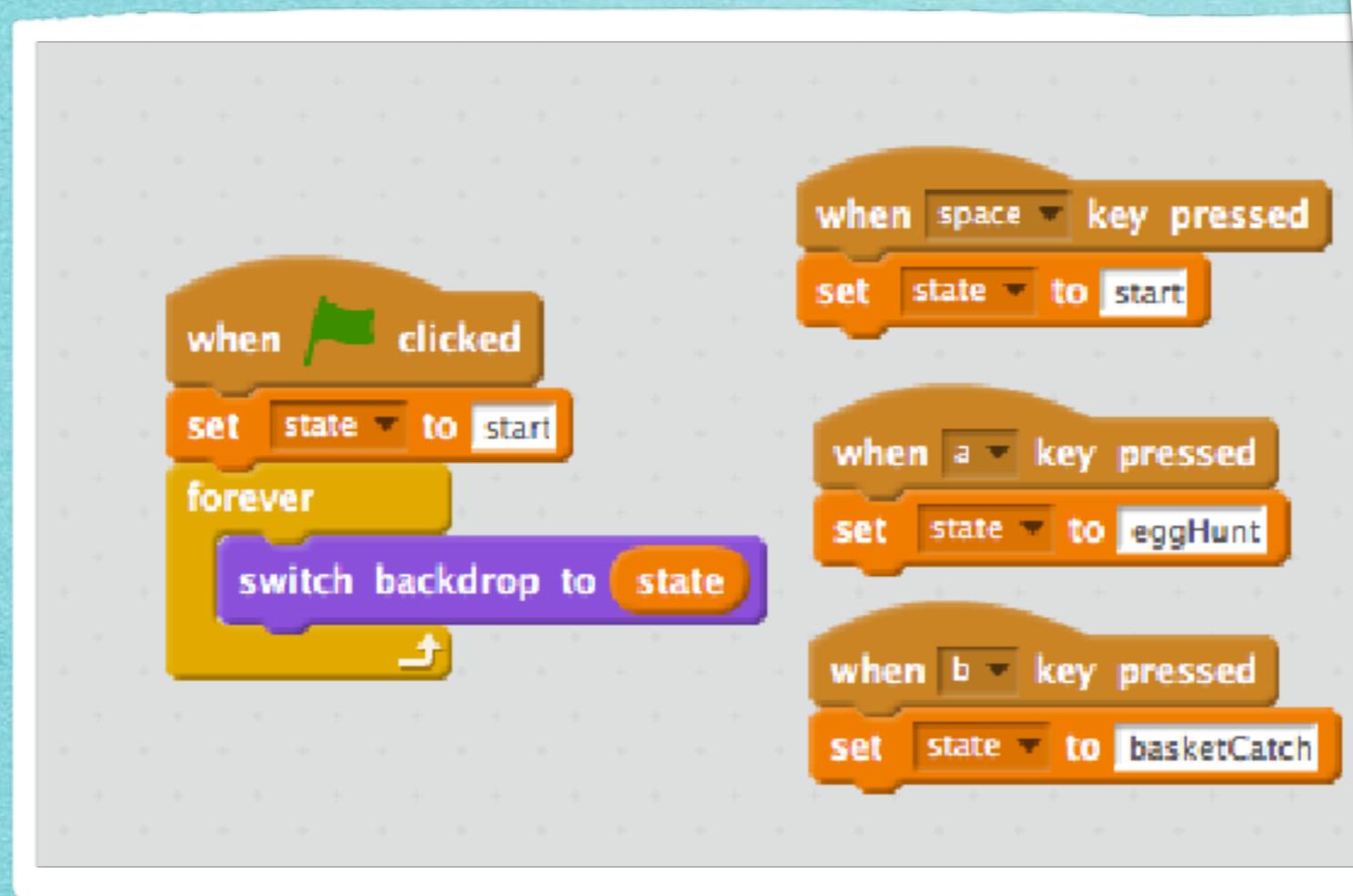


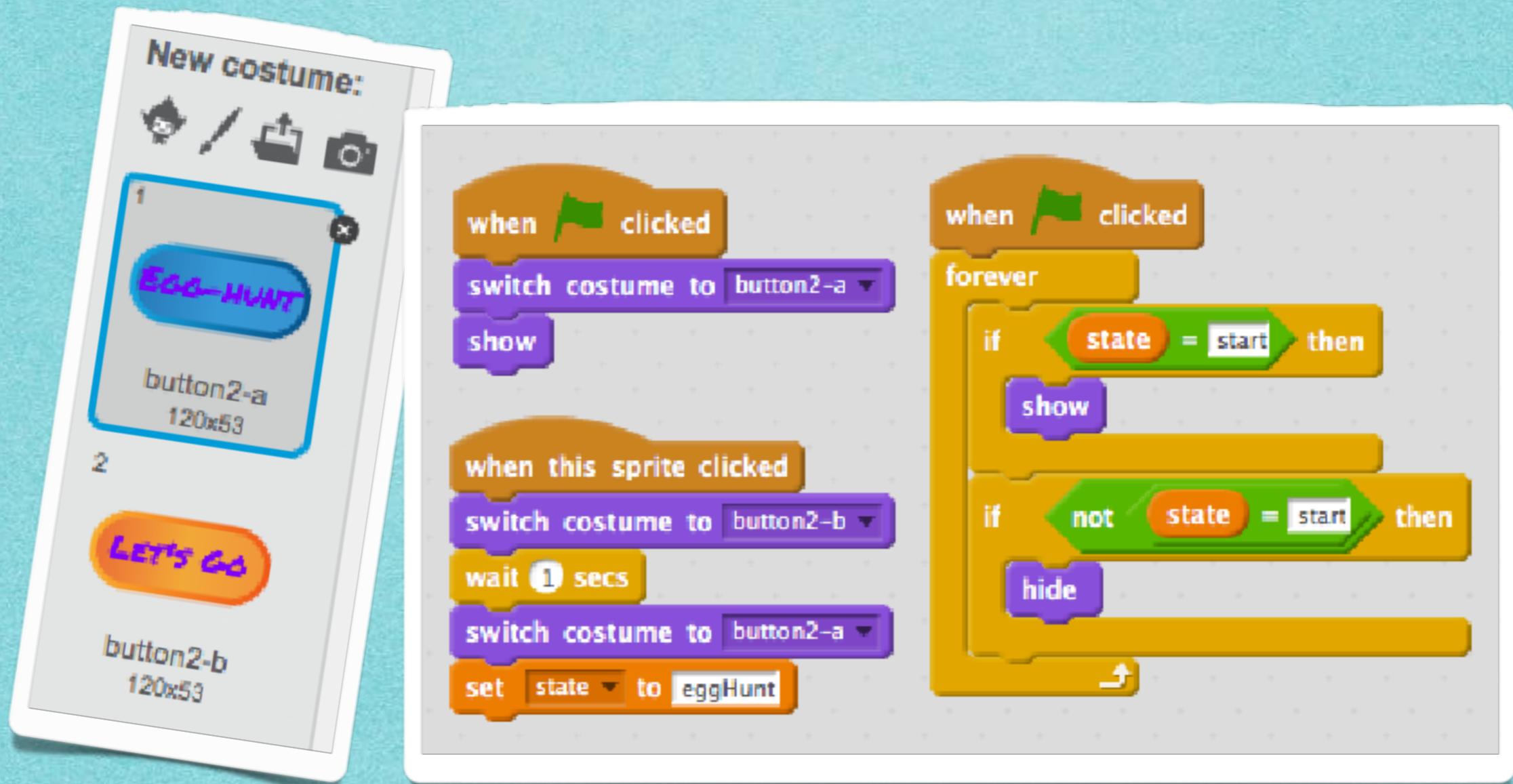
# *Easter Mini-Games*

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

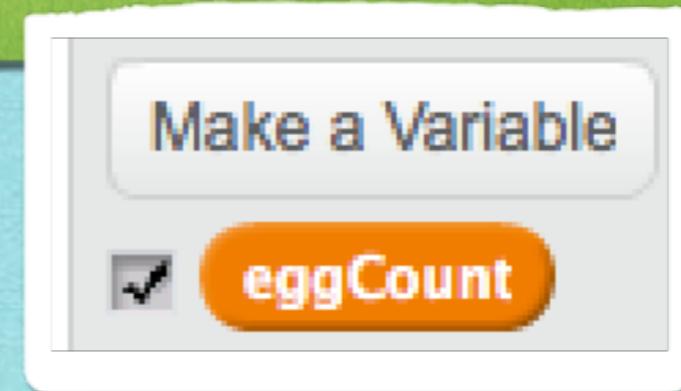
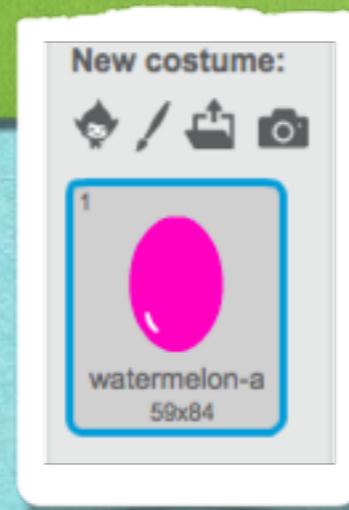
# Set the stage



# Game on!!!



# Watermelon Easter egg?



The image shows two Scratch scripts side-by-side:

**Script 1 (Green Watermelon):**

- when green flag clicked
- forever
- if not [state v] = [eggHunt v] then
- hide
- end

**Script 2 (Pink Easter Egg):**

- when I receive [beginEggHunt v]
- go to x: 68 y: 66
- show
- when this sprite clicked
- change [eggCount v] by [-1]
- hide

# Keep track of your eggs!



# Hide eggs everywhere...

