

CHRISTMAS IS ON THE WAY

Let's make a jolly game!

COAL, PAPER, SCISSORS?

Like rock, paper, scissors but with Santa.

- Drawing
- Decisions
- Broadcasts
- User input

DRAW SANTA CLAUS



DRAW A BACKGROUND

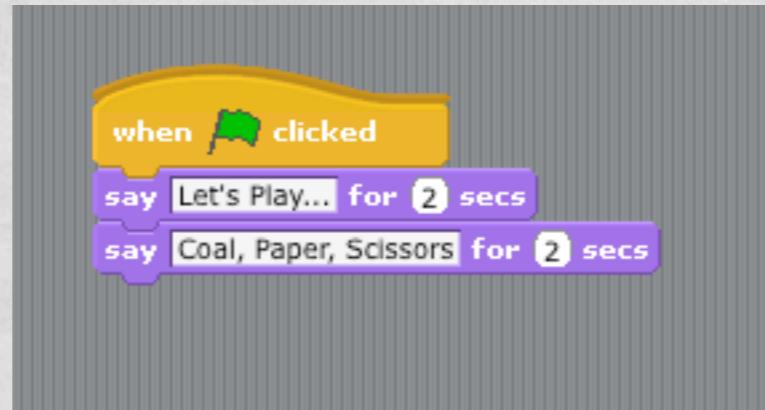


Start this now and add detail later

MAYBE CUSTOMISE A SPRITE?



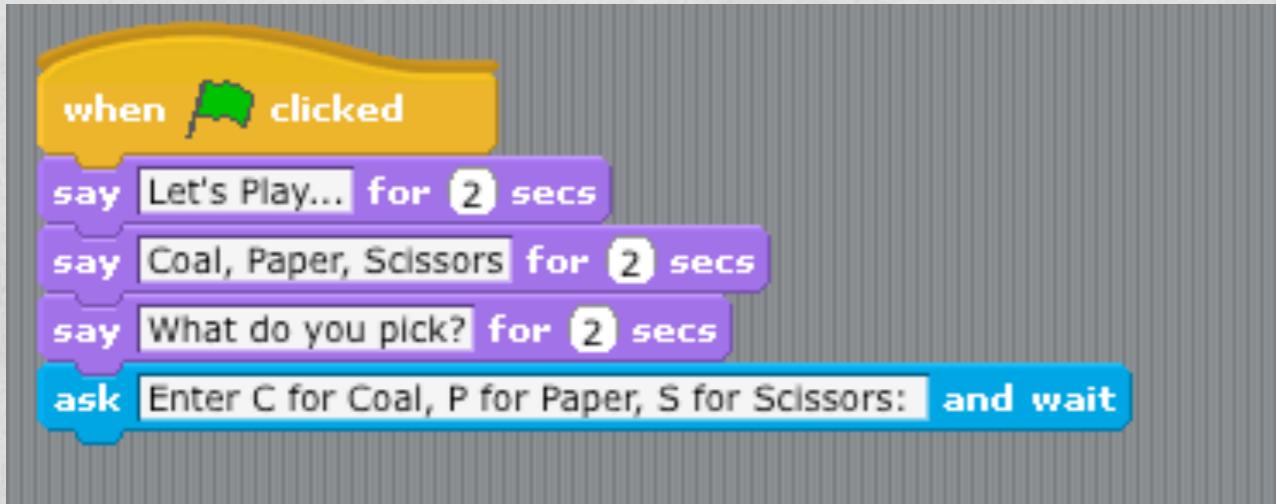
Explain the game!



Is there another/better way to explain the game?



Ask the user to pick an option.



And broadcast



SANTA'S PICK

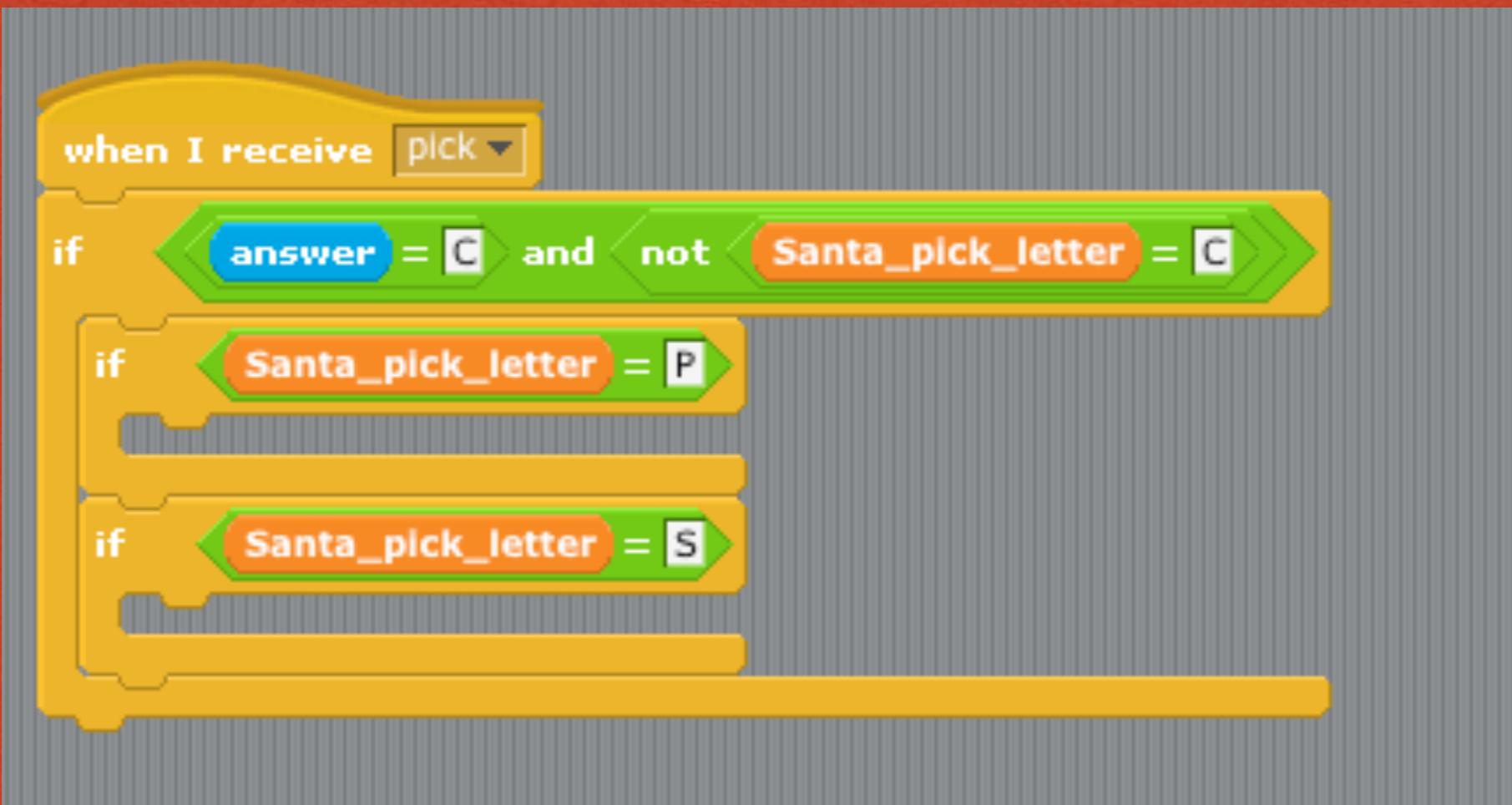
```
when I receive [pick v]
set [Santa_pick v] to [pick random 1 to 3]
if [Santa_pick = 1]
  set [Santa_pick_letter v] to [C]
if [Santa_pick = 2]
  set [Santa_pick_letter v] to [P]
if [Santa_pick = 3]
  set [Santa_pick_letter v] to [S]
```



DEAL WITH A DRAW



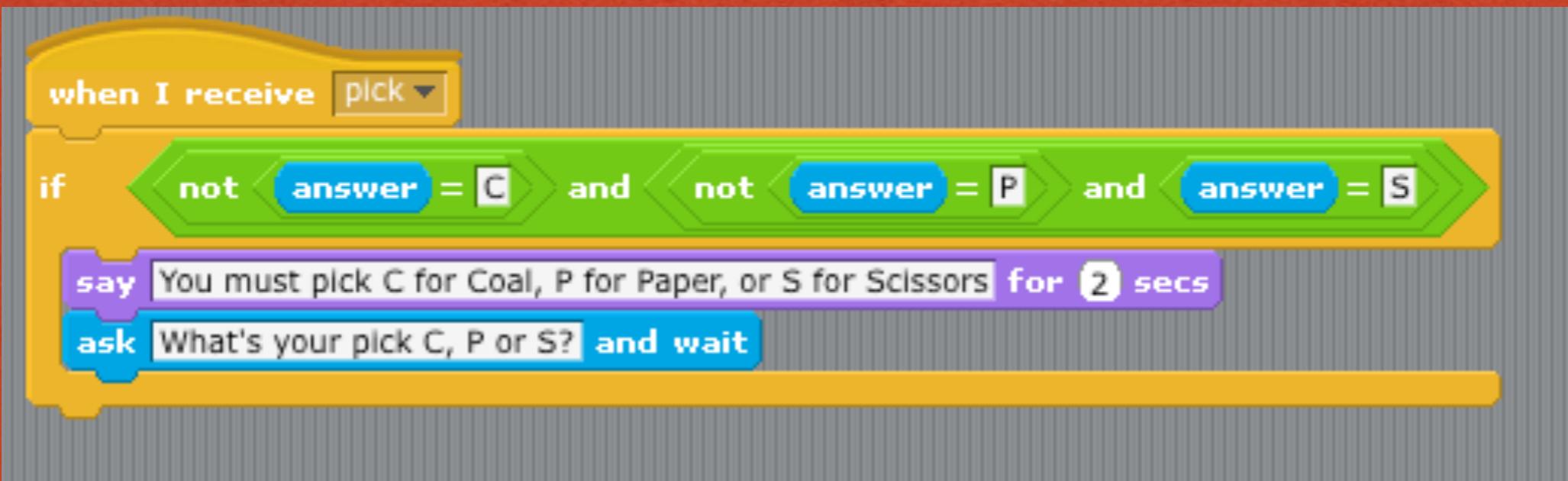
OPTION ONE: COAL



SAY WHAT SHOULD HAPPEN



WHAT THE USER REALLY DOES!!!



IT'S ALL THE SAME?

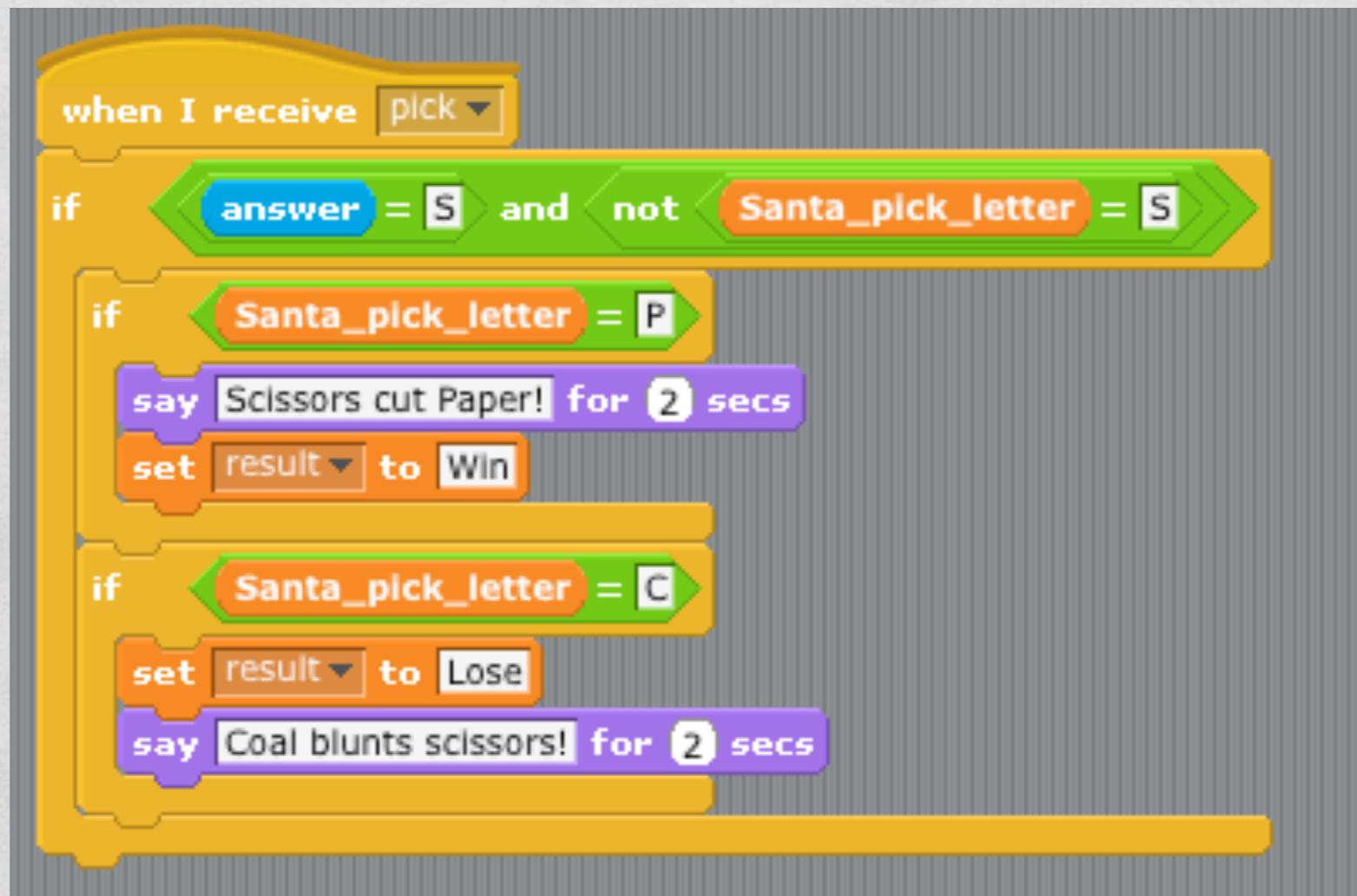
```
when I receive [pick v]
if [answer = G and not [Santa_pick_letter = G]]
  if [Santa_pick_letter = P]
    say [Paper wraps coal!] for (2) secs
    set [result v] to [Lose]
  else
    if [Santa_pick_letter = S]
      set [result v] to [Win]
      say [Coal blunts scissors] for (2) secs
    end
  end
end

when I receive [pick v]
if [answer = P and not [Santa_pick_letter = P]]
  if [Santa_pick_letter = G]
    say [Paper wraps coal!] for (2) secs
    set [result v] to [Win]
  else
    if [Santa_pick_letter = S]
      set [result v] to [Lose]
      say [Scissors cuts Paper] for (2) secs
    end
  end
end
```

Re-use your code!!!



Look Familiar?



Handle the over state.

```
when I receive [pick v]
if [answer = S and not (Santa_pick_letter = S)]
  if (Santa_pick_letter = P)
    say [Scissors cut Paper!] for (2) secs
    set [result v] to [Win]
  else if (Santa_pick_letter = C)
    set [result v] to [Lose]
    say [Coal blunts scissors!] for (2) secs
  broadcast [over v]

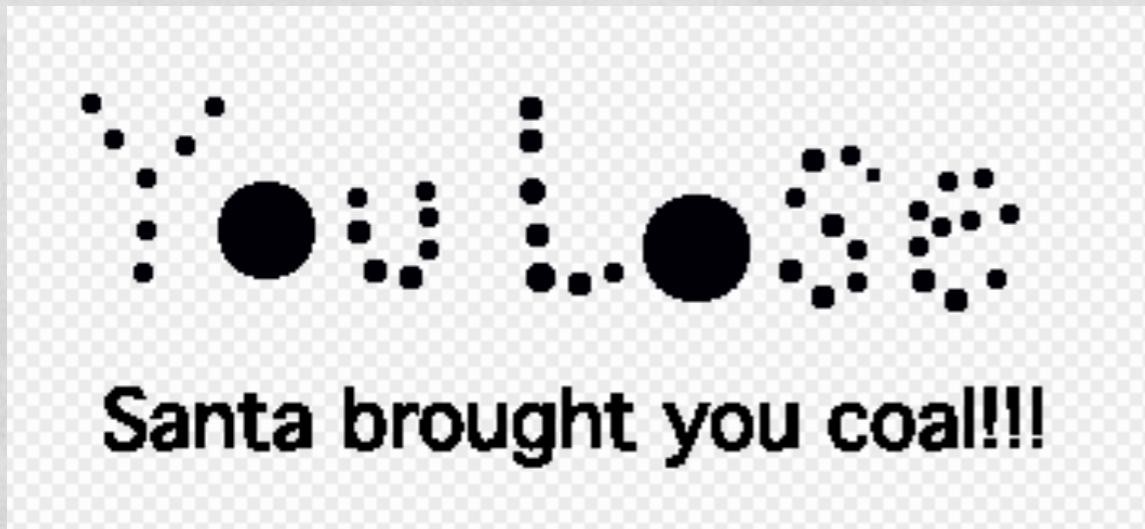
when I receive [pick v]
if [answer = P and not (Santa_pick_letter = P)]
  if (Santa_pick_letter = C)
    say [Paper wraps coal!] for (2) secs
    set [result v] to [Win]
  else if (Santa_pick_letter = S)
    set [result v] to [Lose]
    say [Scissors cuts Paper!] for (2) secs
  broadcast [over v]

when I receive [pick v]
if [answer = C and not (Santa_pick_letter = C)]
  if (Santa_pick_letter = P)
    say [Paper wraps coal!] for (2) secs
    set [result v] to [Lose]
  else if (Santa_pick_letter = S)
    set [result v] to [Win]
    say [Coal blunts scissors!] for (2) secs
  broadcast [over v]

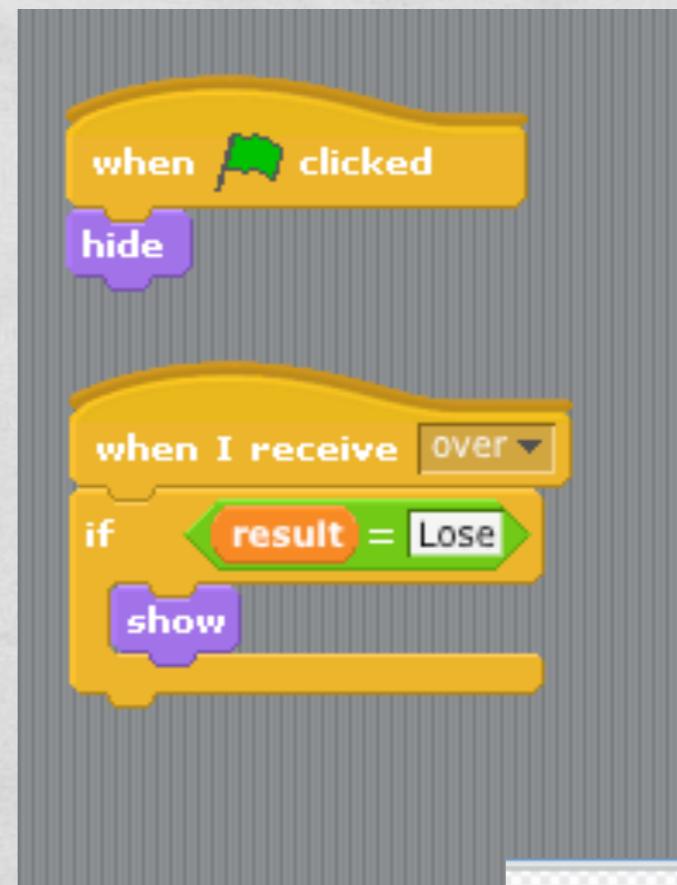
when I receive [pick v]
if (answer = Santa_pick_letter)
  set [result v] to [Draw]
  say [It's a draw!] for (2) secs
  broadcast [over v]
```



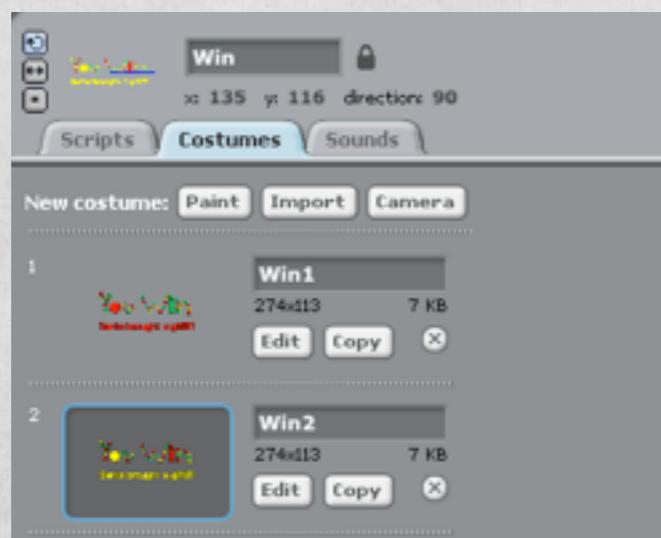
Create a lose
message sprite



And code it in



Create a win message sprite



Two if you
want to animate

And code it



Handle a draw

It's a Draw...

