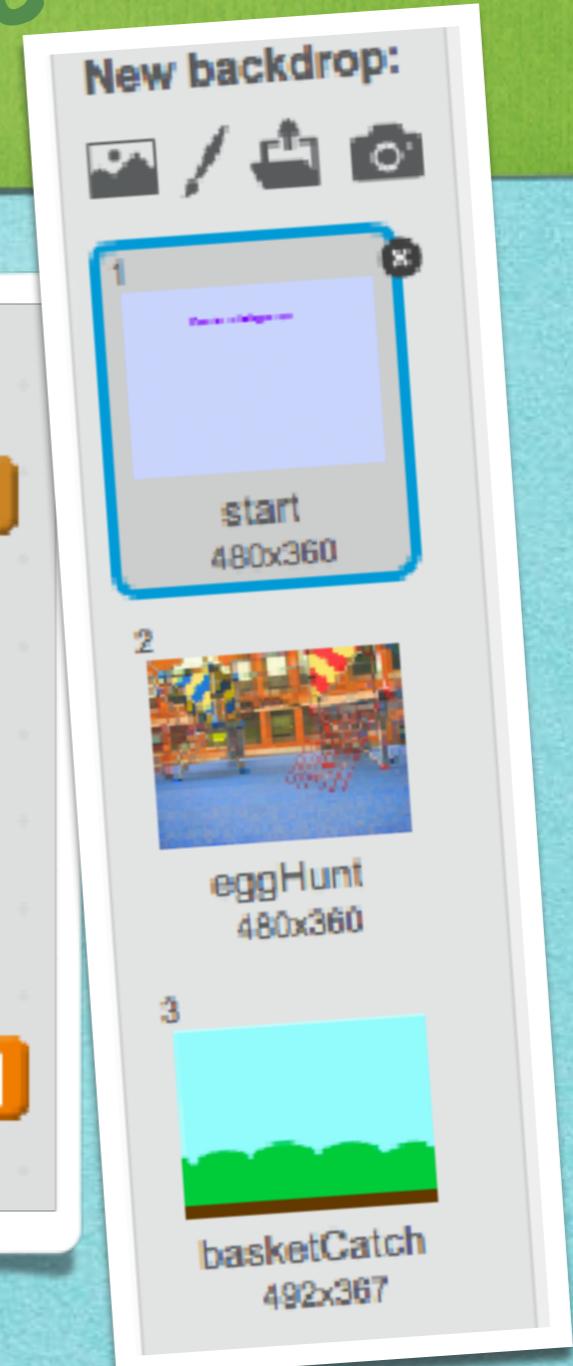
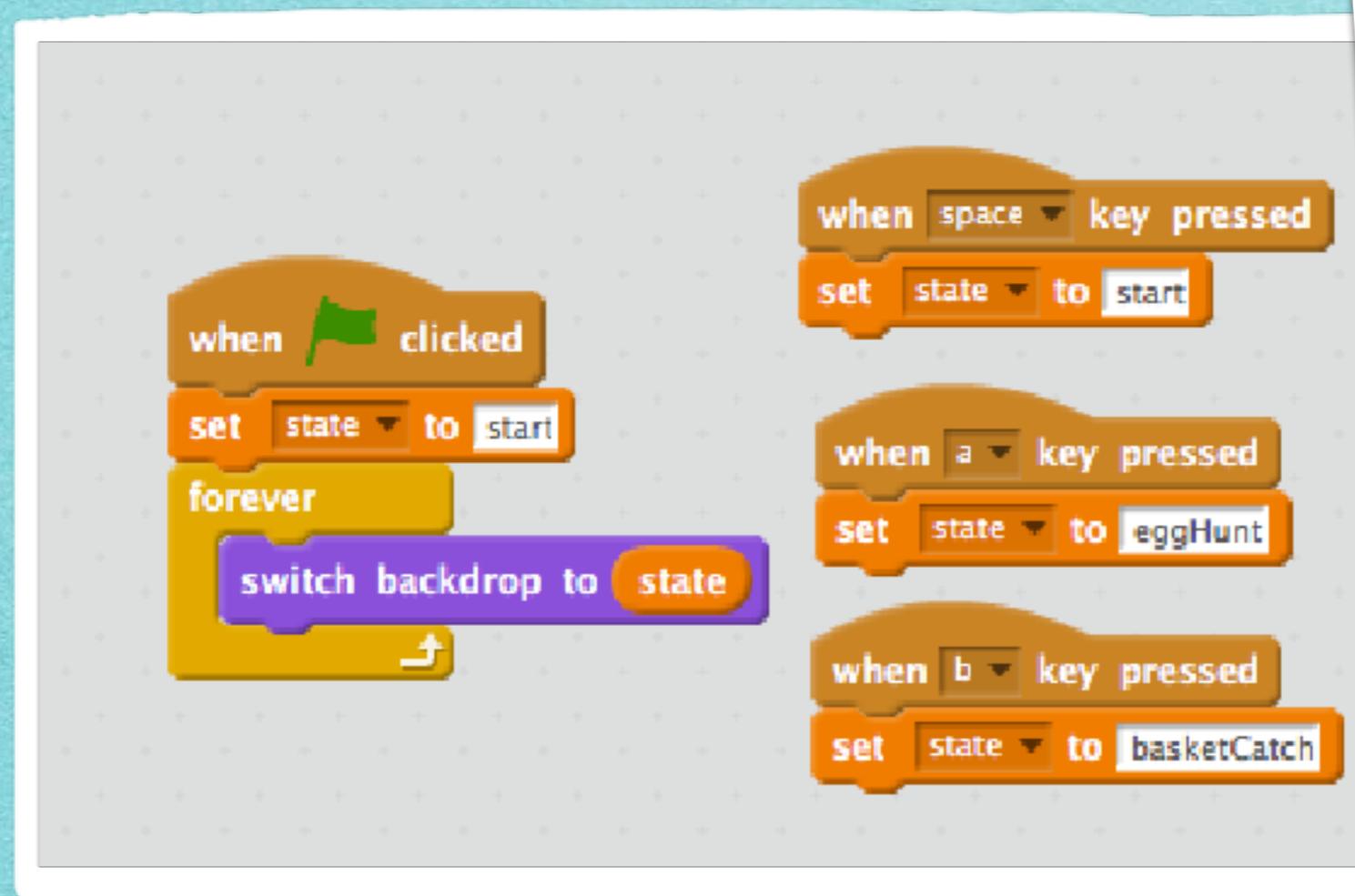


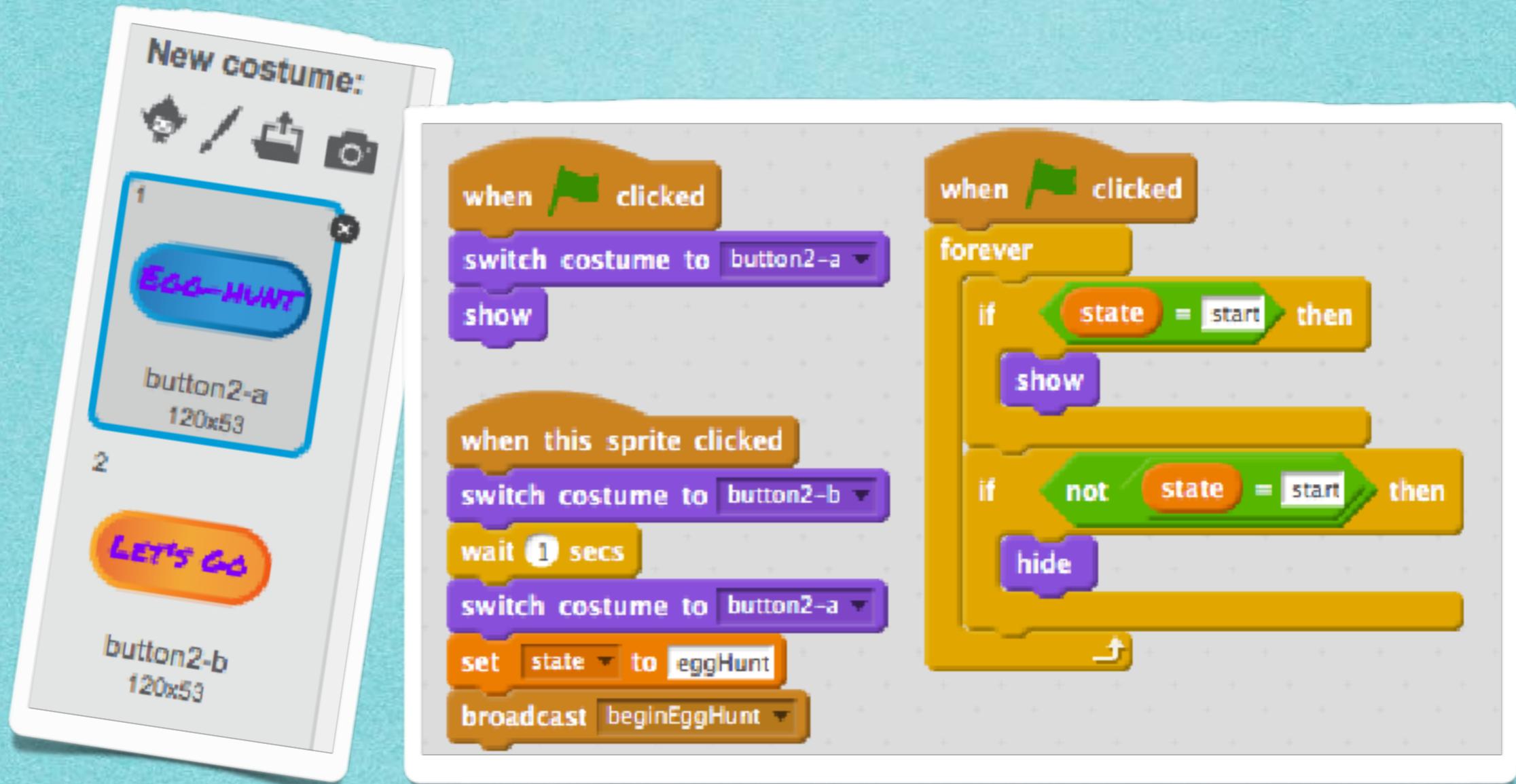
# *Easter Mini-Games*

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

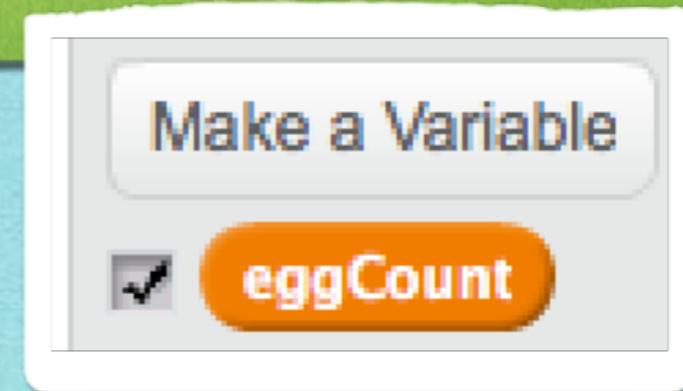
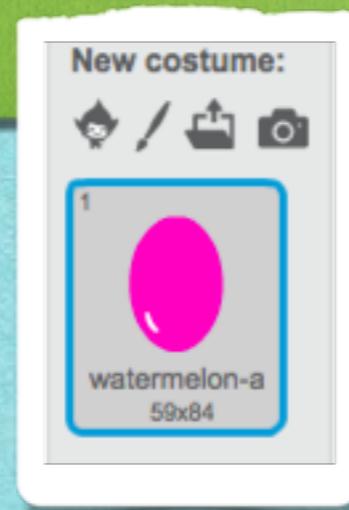
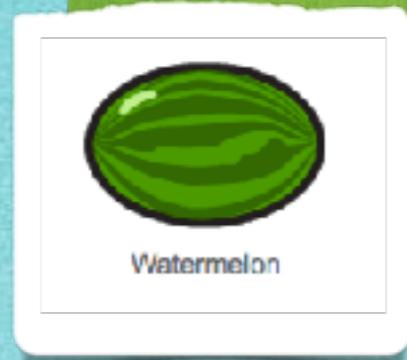
# Set the stage



# Game on!!!

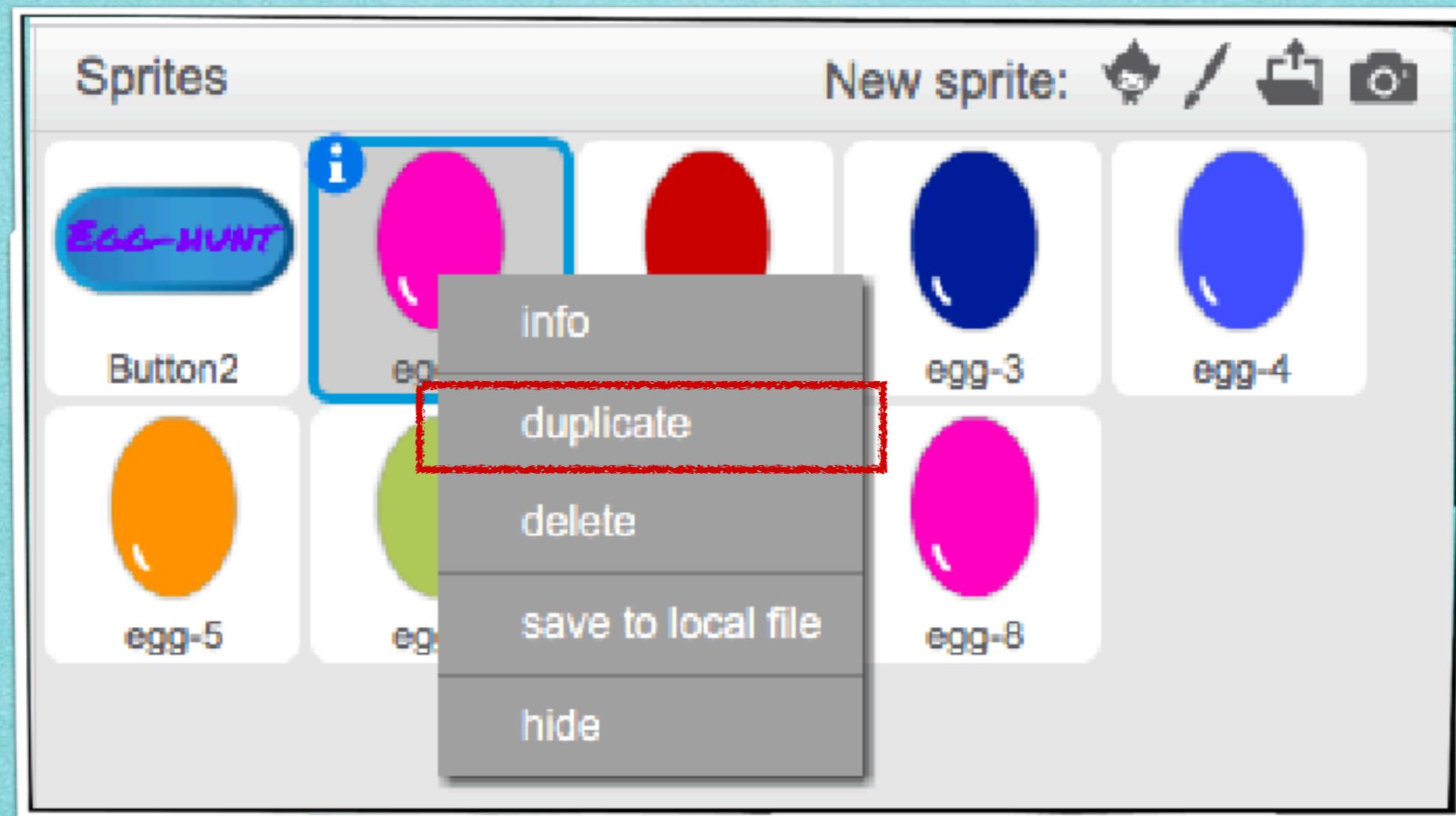


# Watermelon Easter egg?



```
when green flag clicked
  forever
    if not [state v] = [eggHunt v] then
      hide
    end
  end
when I receive beginEggHunt
  go to x: 68 y: 66
  show
when this sprite clicked
  change [eggCount v] by [-1]
  hide
```

# Hide eggs everywhere...



# Keep track of your eggs!



Stage  
3 backdrops

New backdrop:



```
when I receive beginEggHunt
  set eggCount to 6

when green flag clicked
  forever
    if eggCount = 0 or eggCount < 0 then
      set state to start
```

*Easter minis week 2*

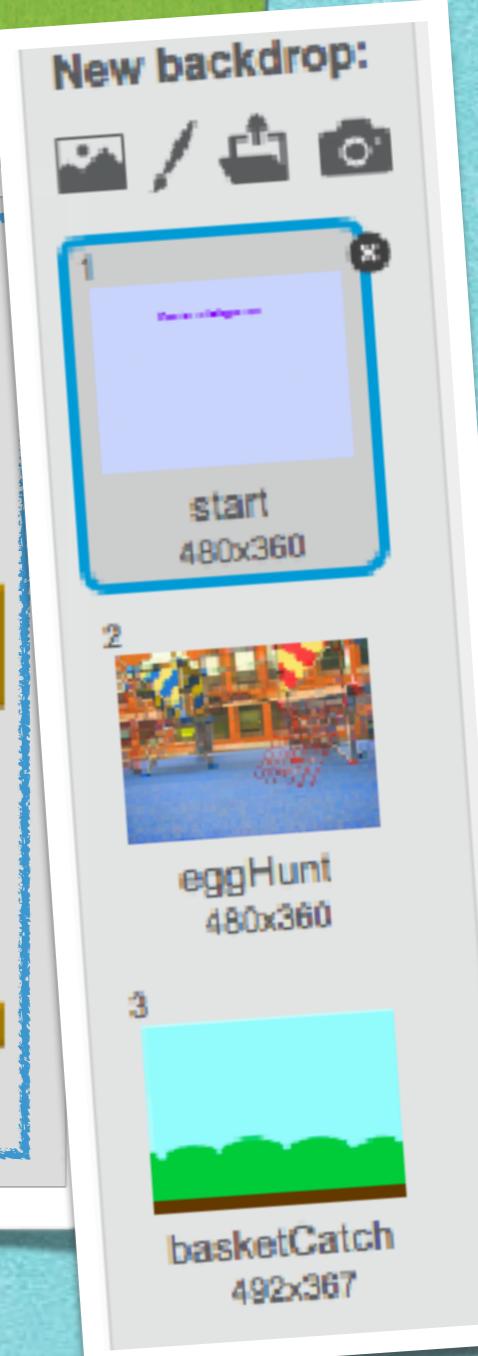
*Basket Catch - part 1*

# Keep track in the back.

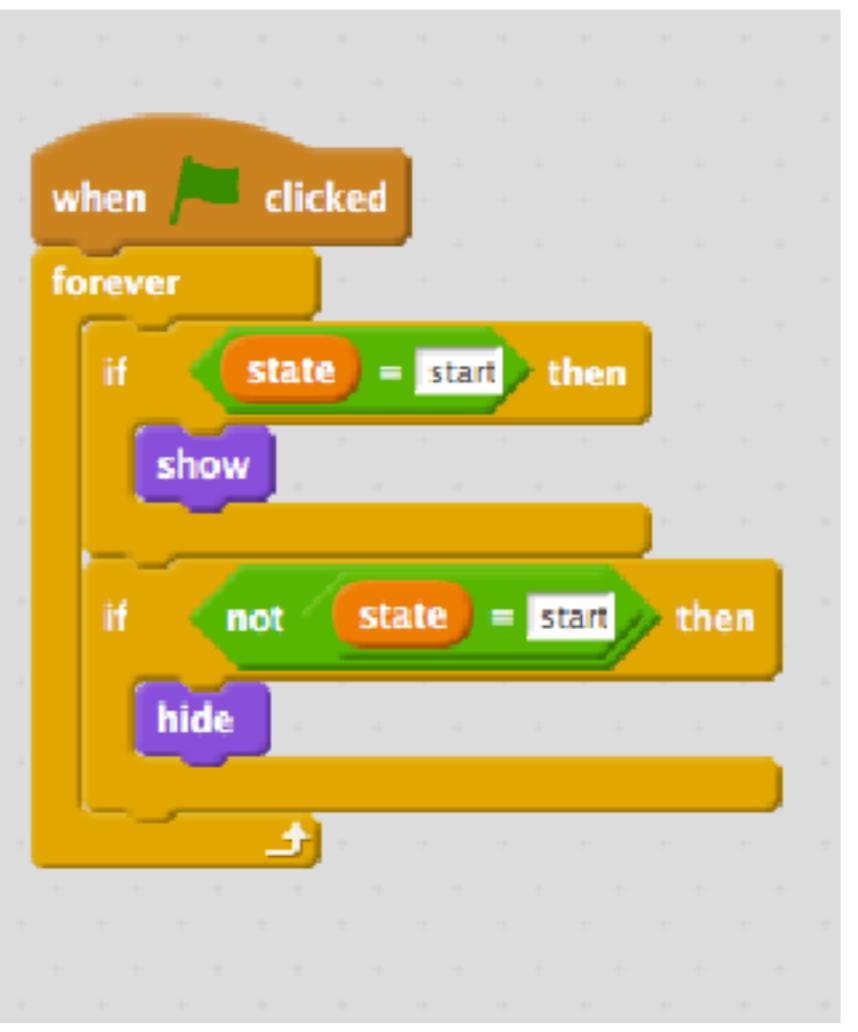
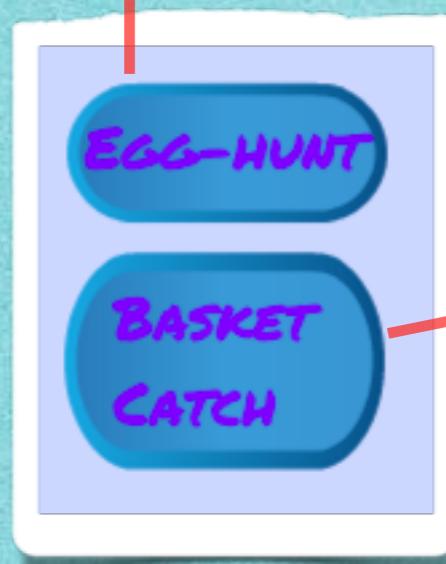
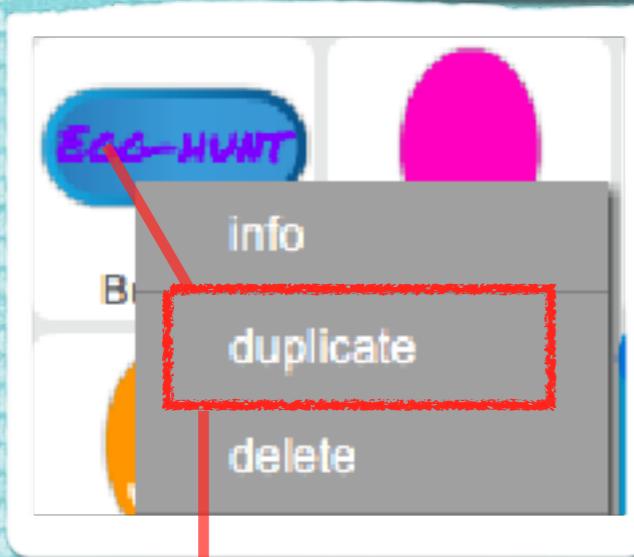
Updated and  
less buggy

```
when green flag clicked
  set [state v] to [start]
  forever
    switch backdrop to [state v]
```

```
when green flag clicked
  set [eggCount v] to [6]
  forever
    if [eggCount = 0 or eggCount < 0] then
      set [state v] to [start]
      broadcast [endEggHunt v]
      set [eggCount v] to [6]
```



# A new game button



# Grab a basket



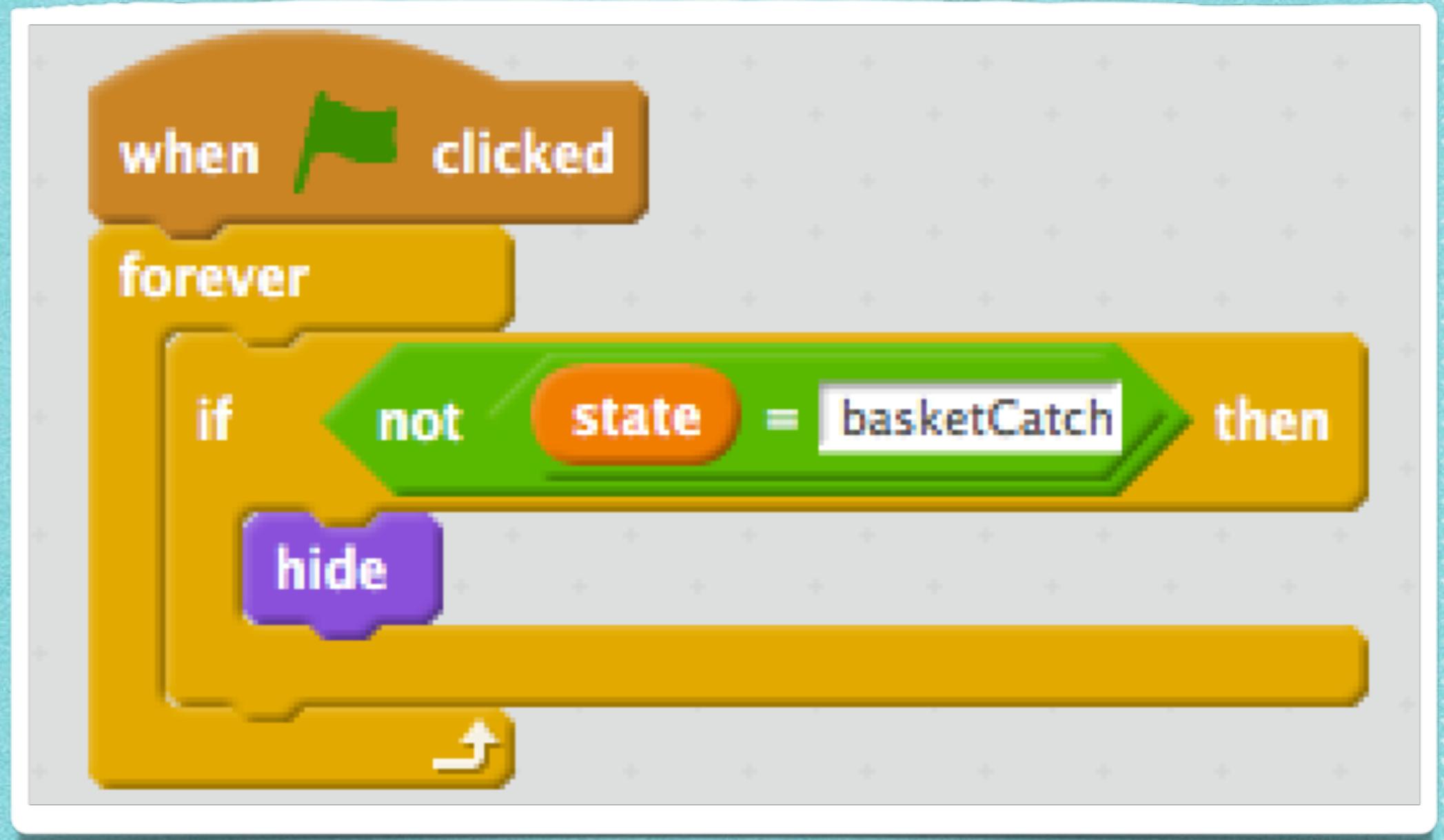
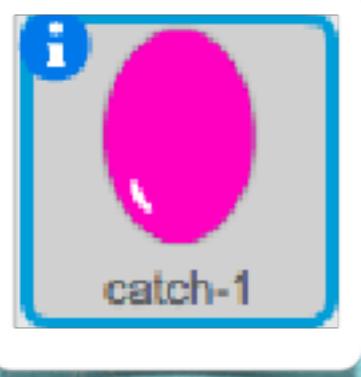
```
when I receive beginBC
  go to x: -16 y: -88
  show

when right arrow key pressed
  move 20 steps

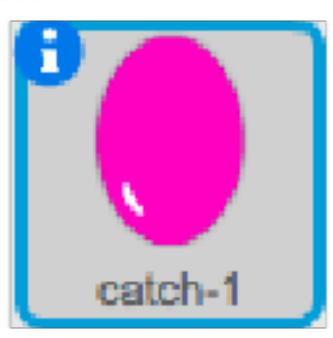
when left arrow key pressed
  move -20 steps

when green flag clicked
  forever
    if not [state = basketCatch]
      then
        hide
    end
  end
```

# Falling eggs?



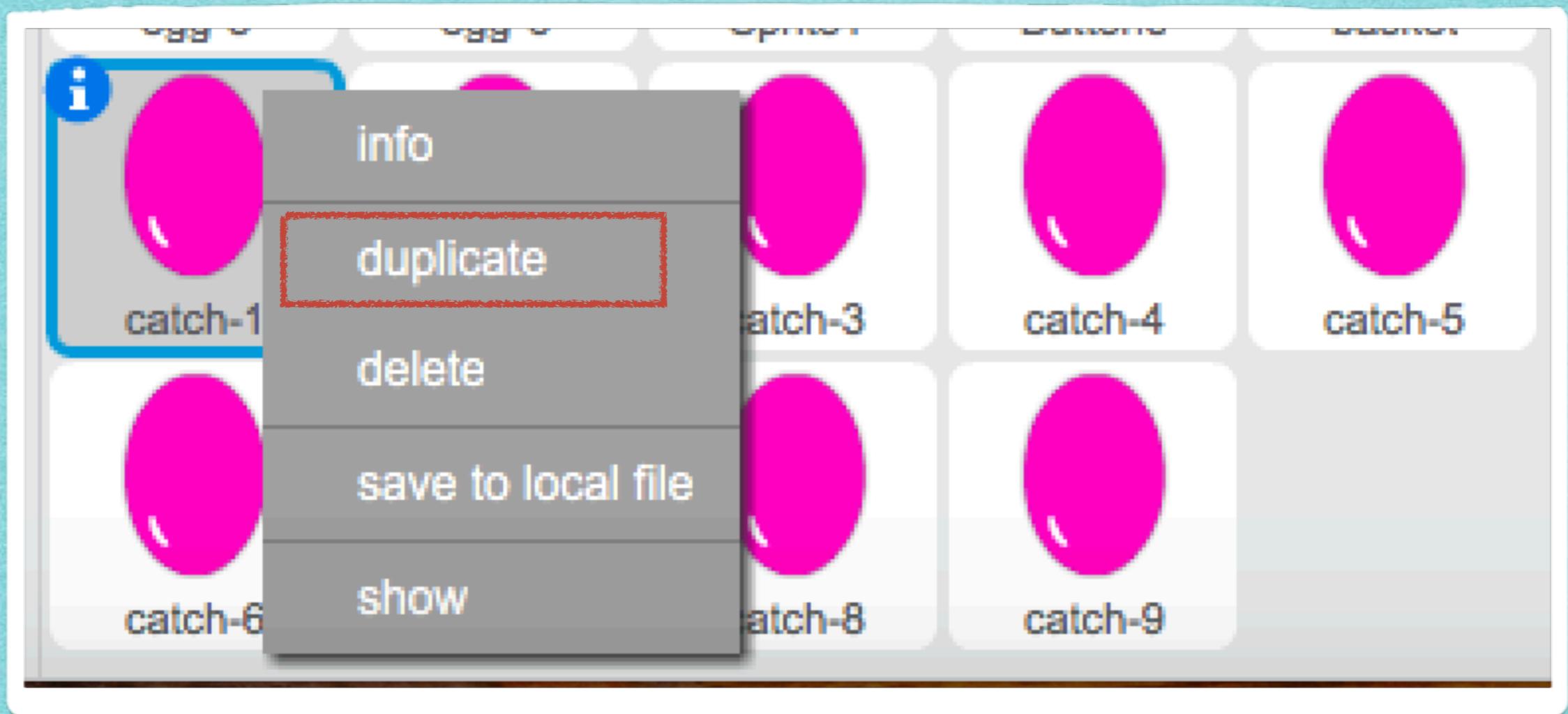
# Catch the eggs



```
when I receive beginBC
set stopped to false
go to x: pick random -250 to 250 y: 180
wait pick random 1 to 30 secs
show
point in direction 180
repeat until stopped = true
  move 10 steps
  if touching basket? then
    hide
    change caught by 1
  if y position < -170 then
    set stopped to true
  change dropped by 1
  hide
```

- 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.

```
when green flag clicked
  set [caught v] to [0]
  set [dropped v] to [0]
forever
  if [dropped] = [9] then
    set [missed v] to [dropped] - [caught]
    broadcast [endBC v] and wait
```

