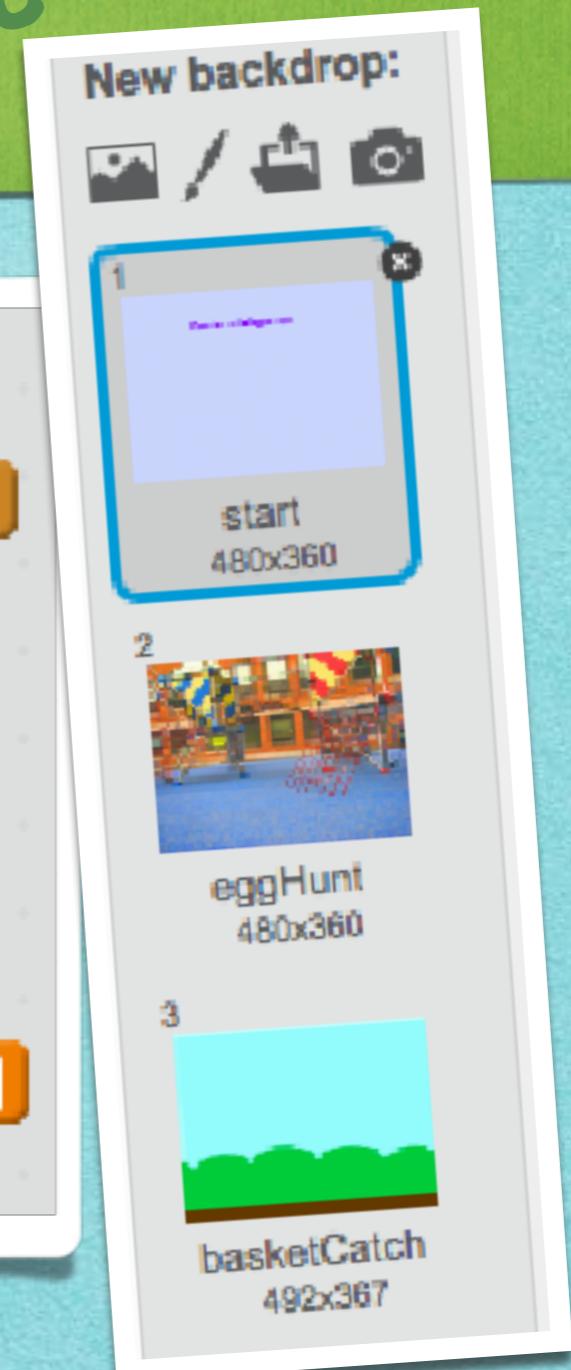
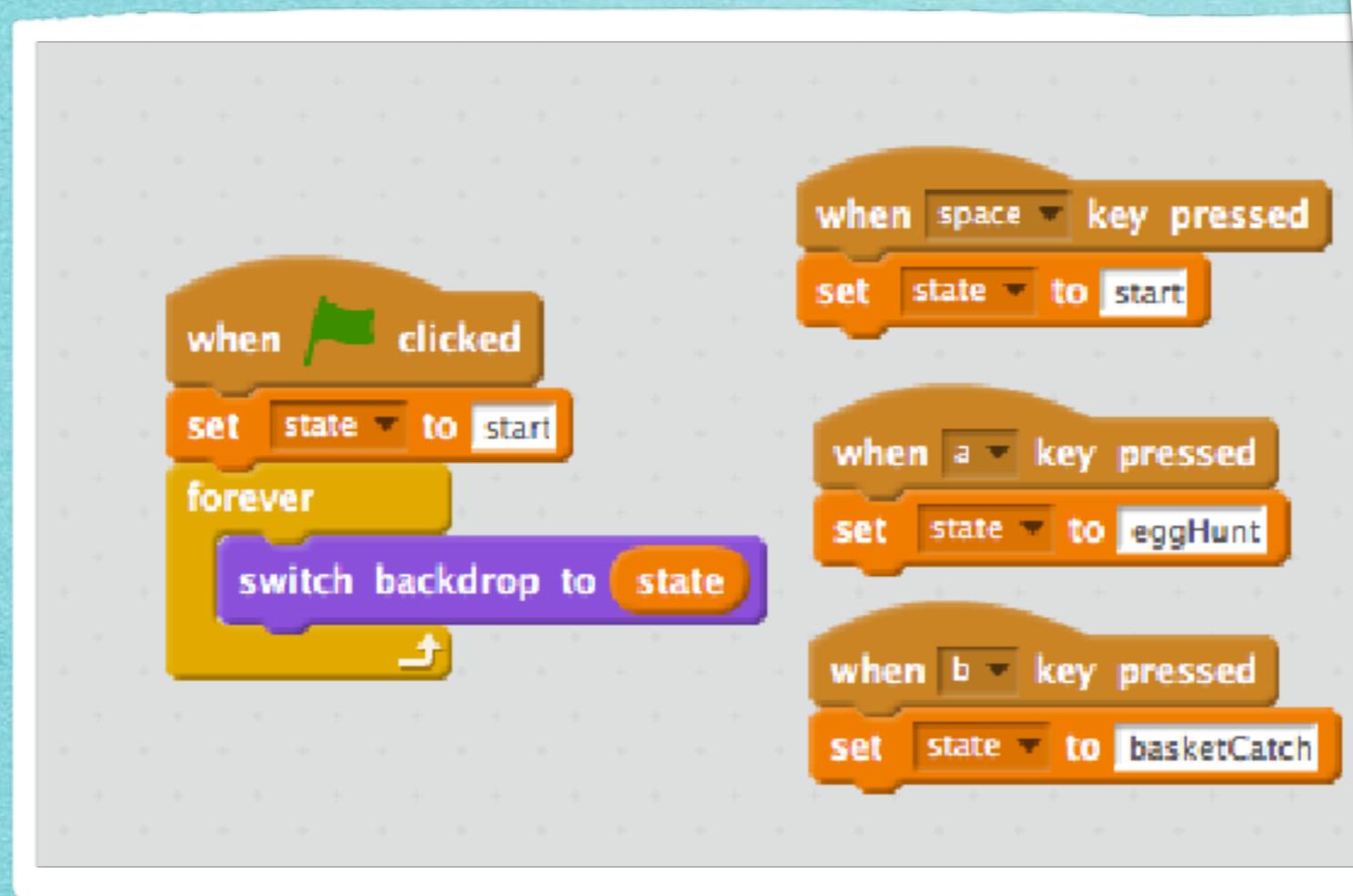


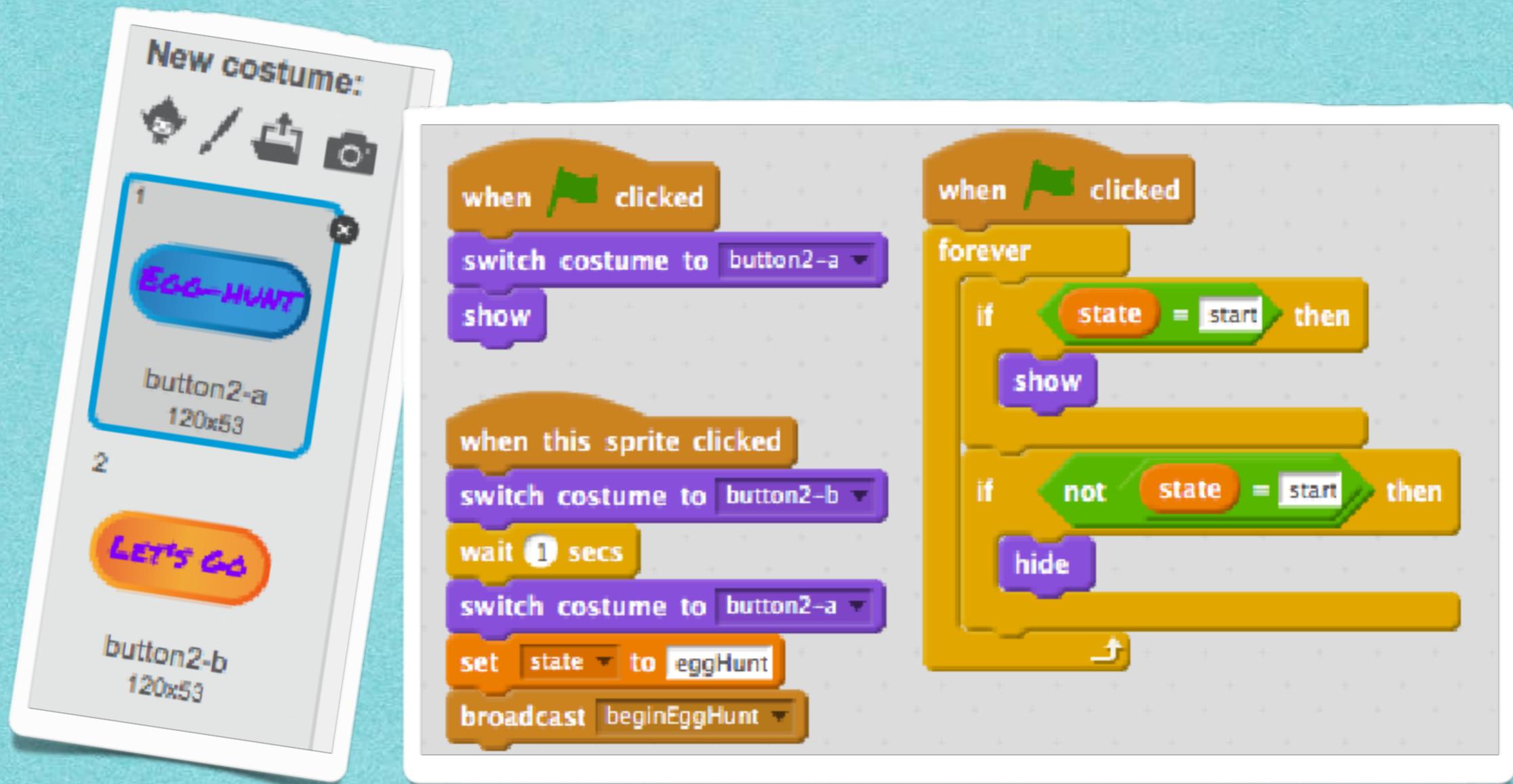
Easter Mini-Games

Using state, theme variation, multi-level game

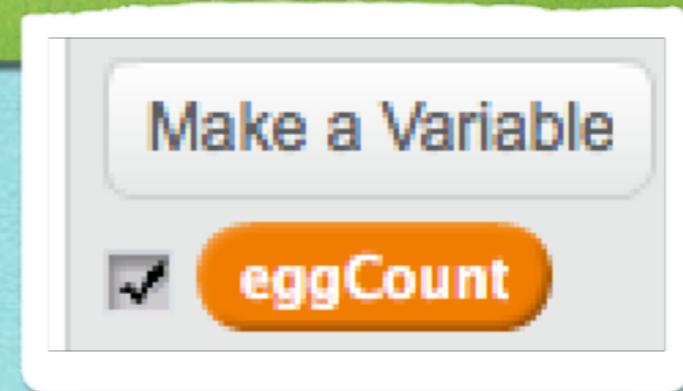
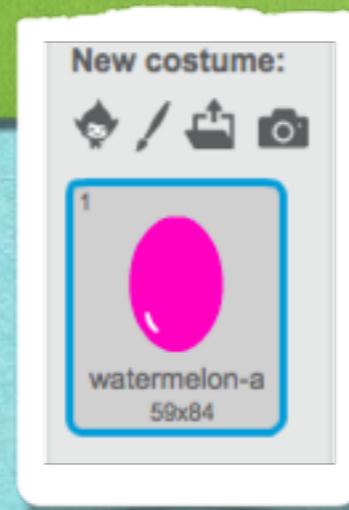
Set the stage



Game on!!!



Watermelon Easter egg?



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

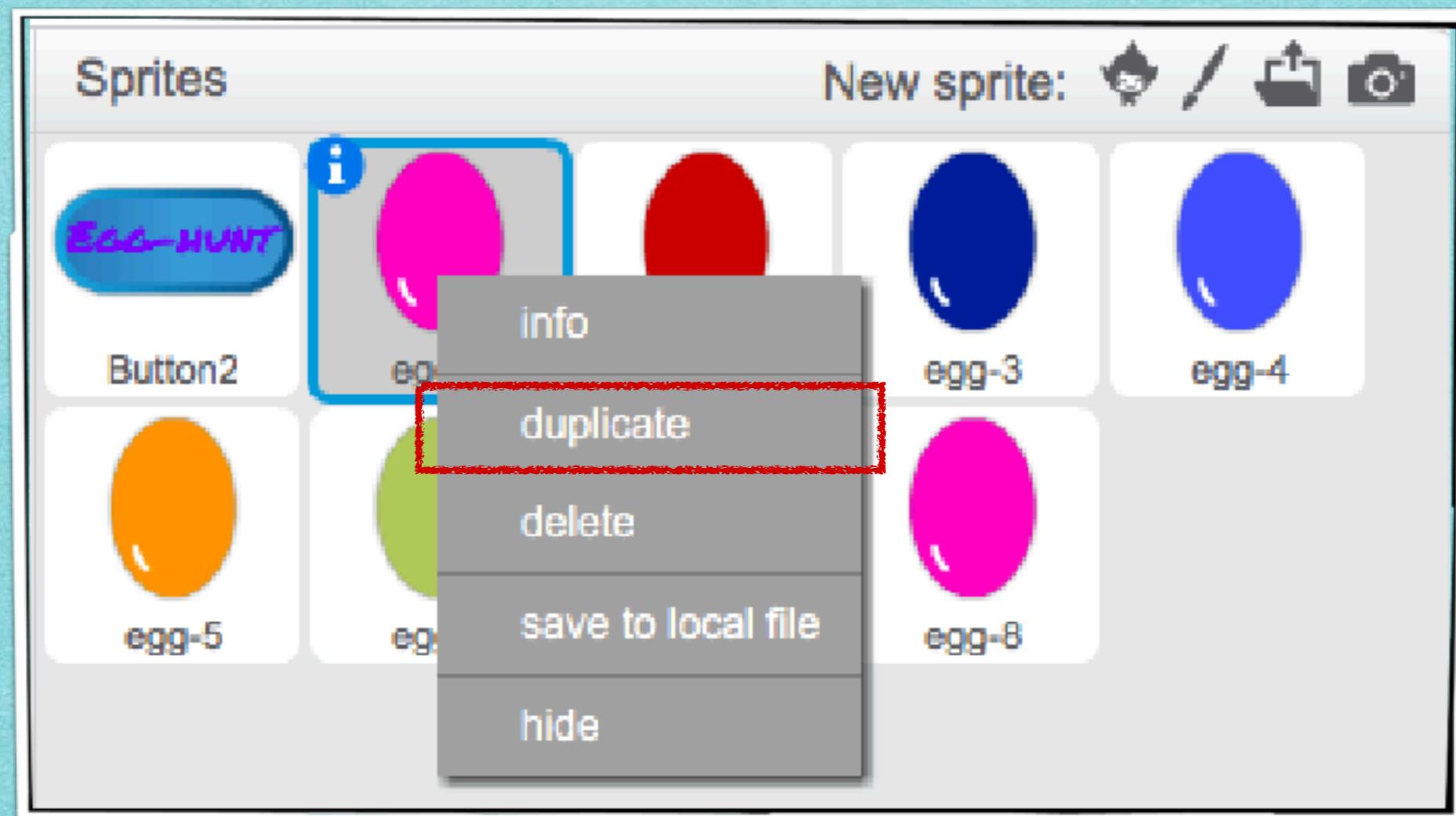
Script 1 (Green Watermelon):

- 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

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
```