HALLOWEEN IS COMING

Lets catch some Ghosts!!!

"BLINKY"

"PINKY"
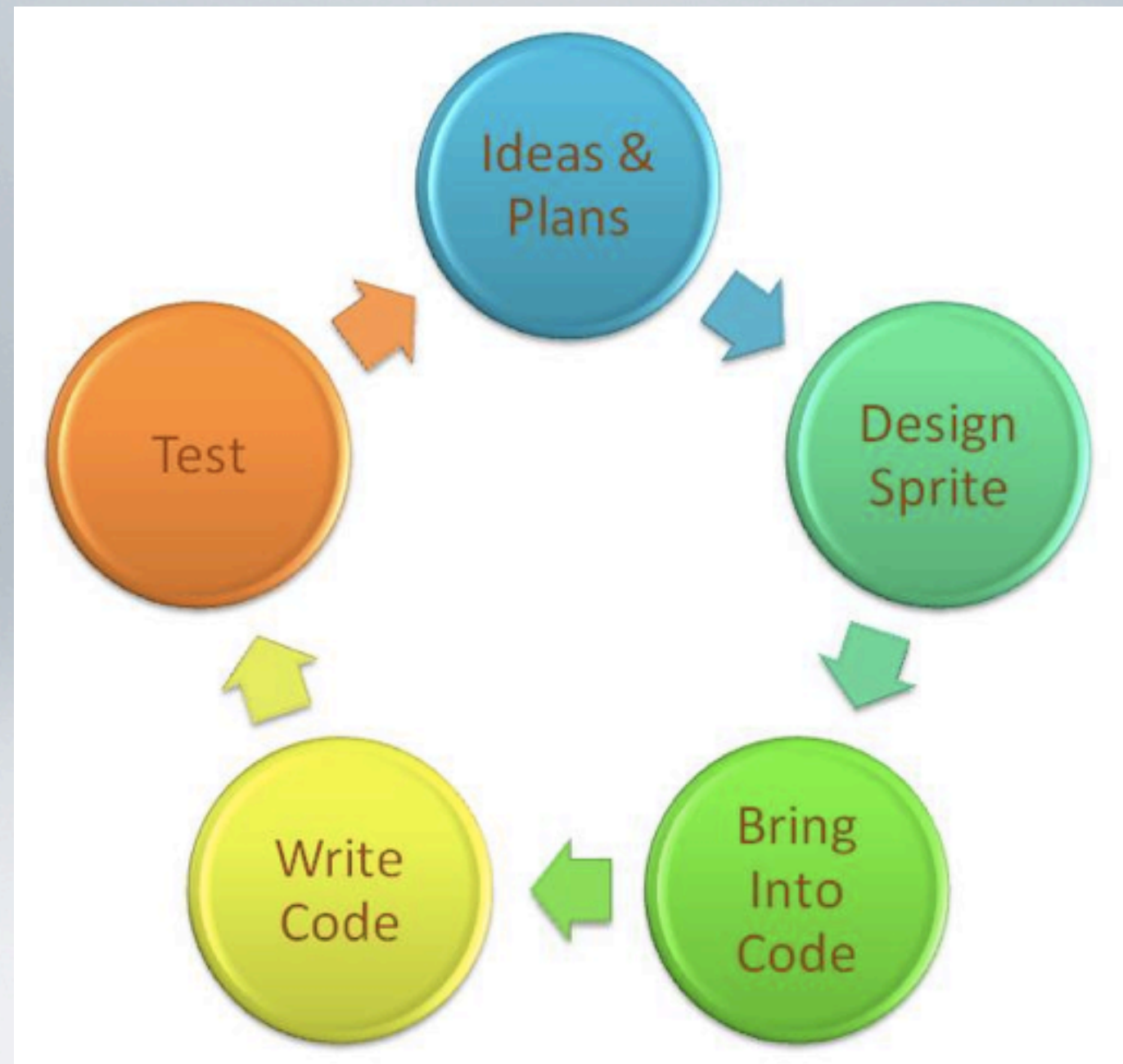
"INKY"
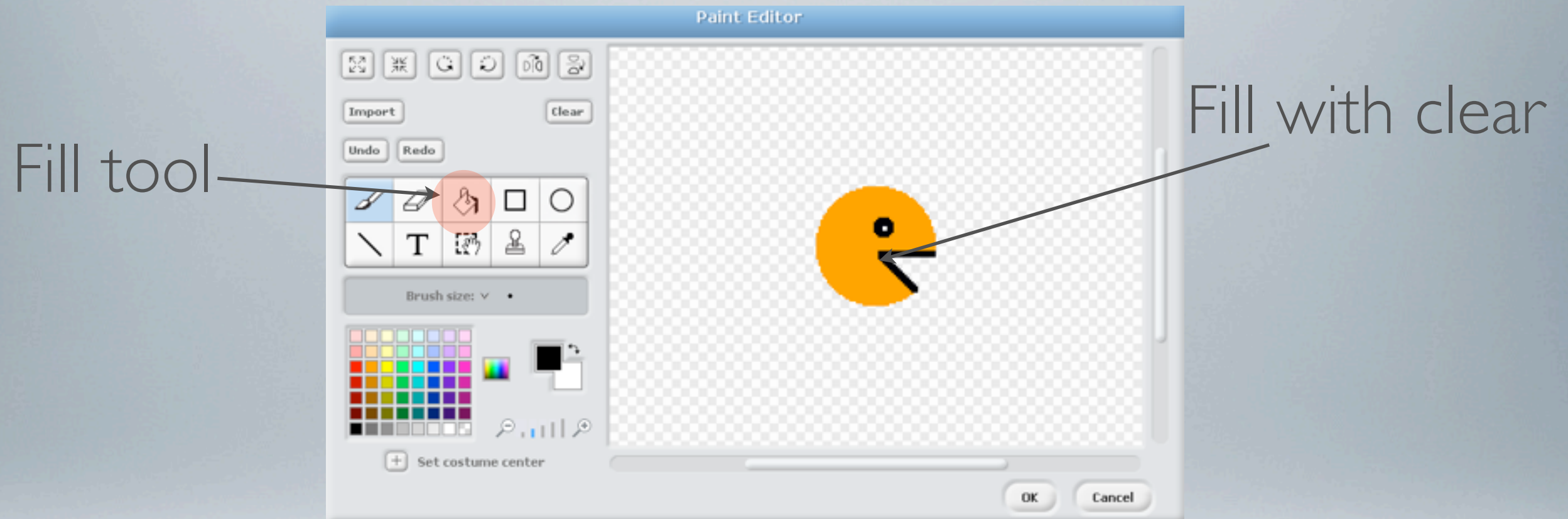
"CLYDE"

"COBRA COMMANDER"

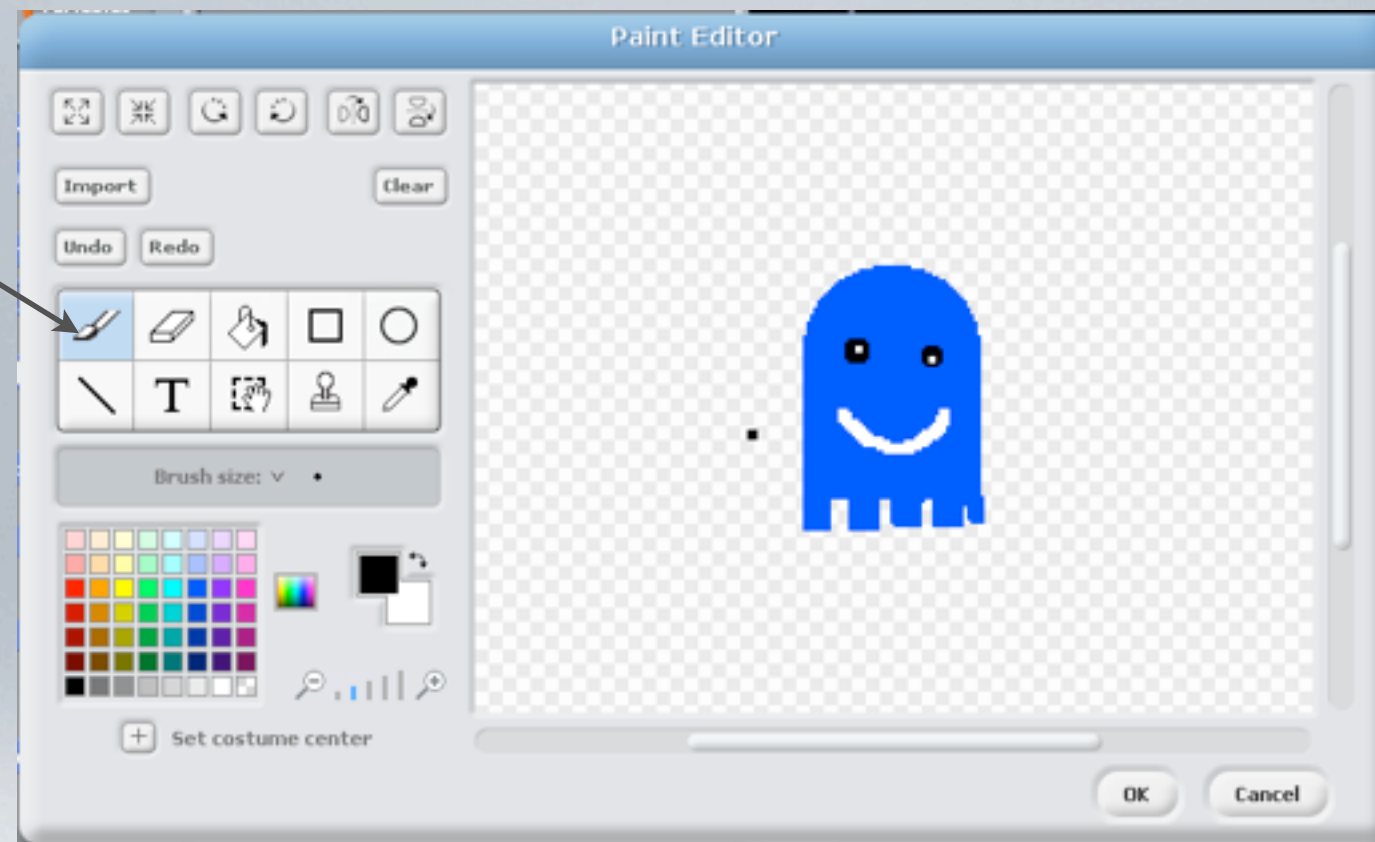# Development Cycle

Draw PacMan

Fill tool
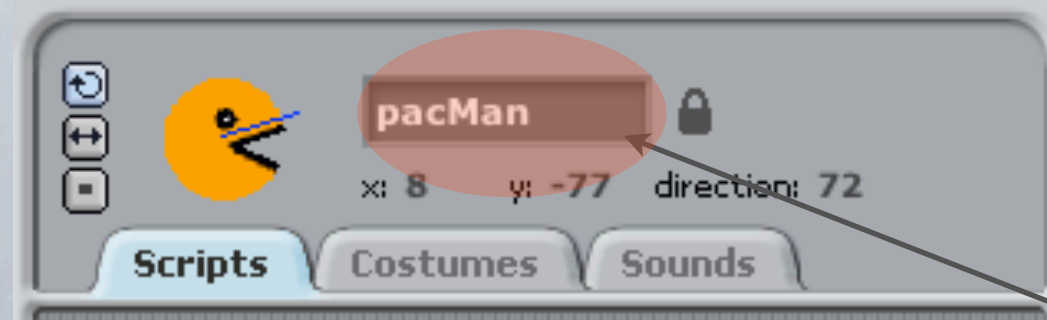
Fill with clear

Use Circles and lines

Draw one ghost
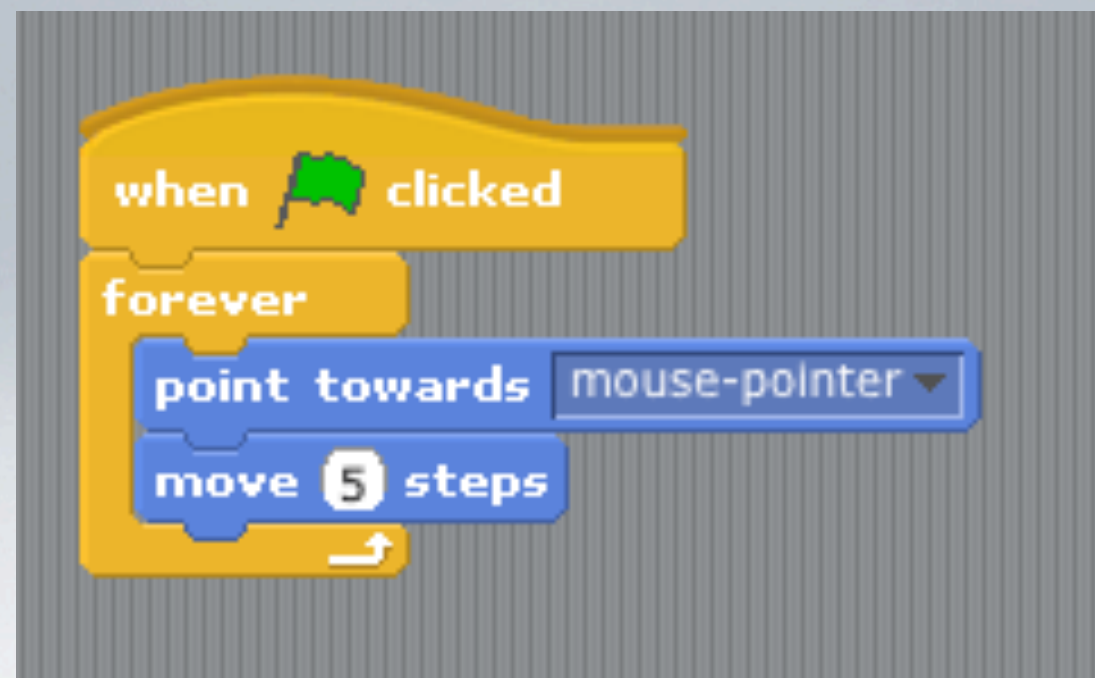## (We can duplicate later)

Paintbrush

Use a rectangle, circle, and paint brush

Follow the mouse
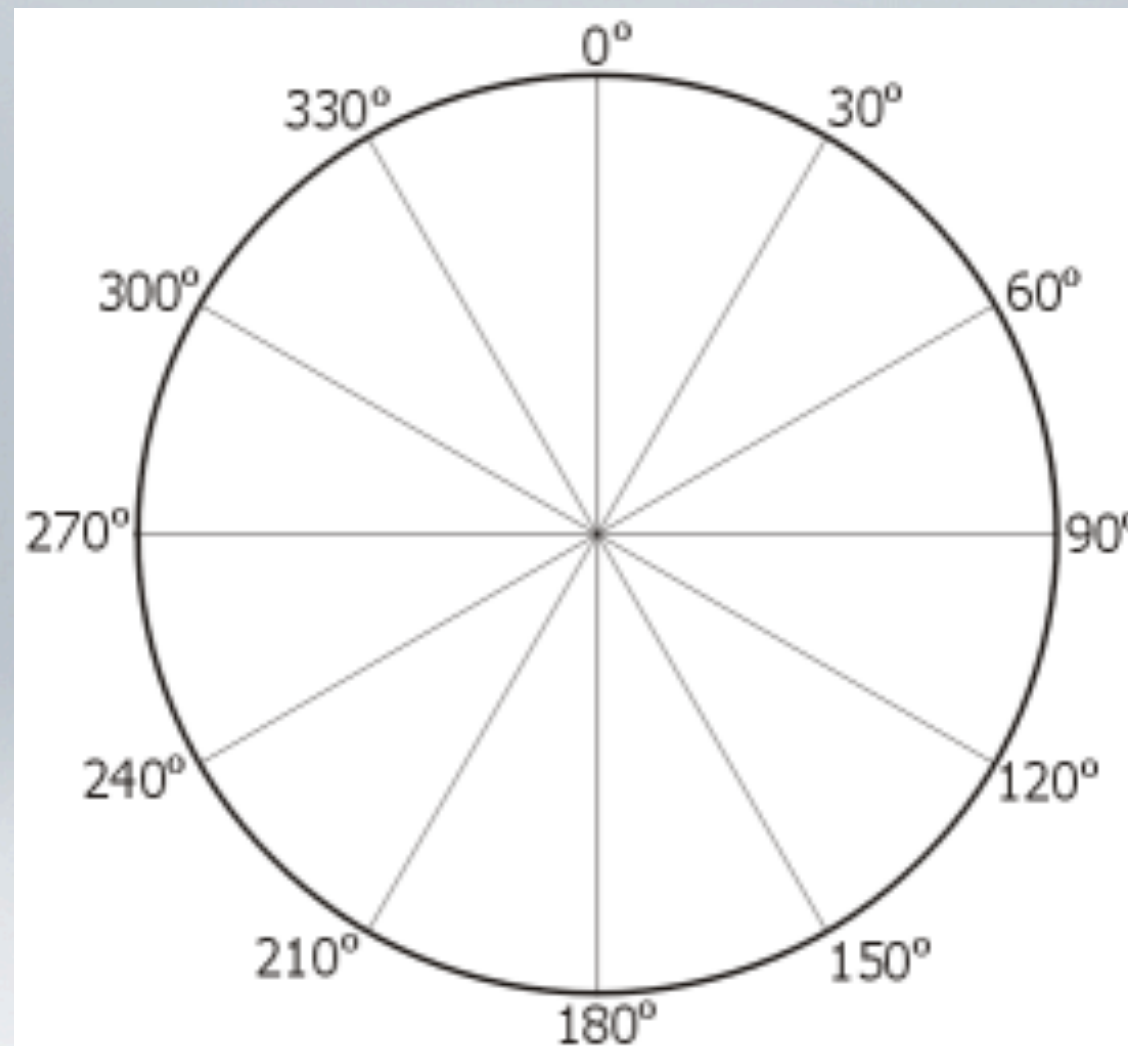

Name your Sprites

Make the Ghost move Randomly

Why 360?

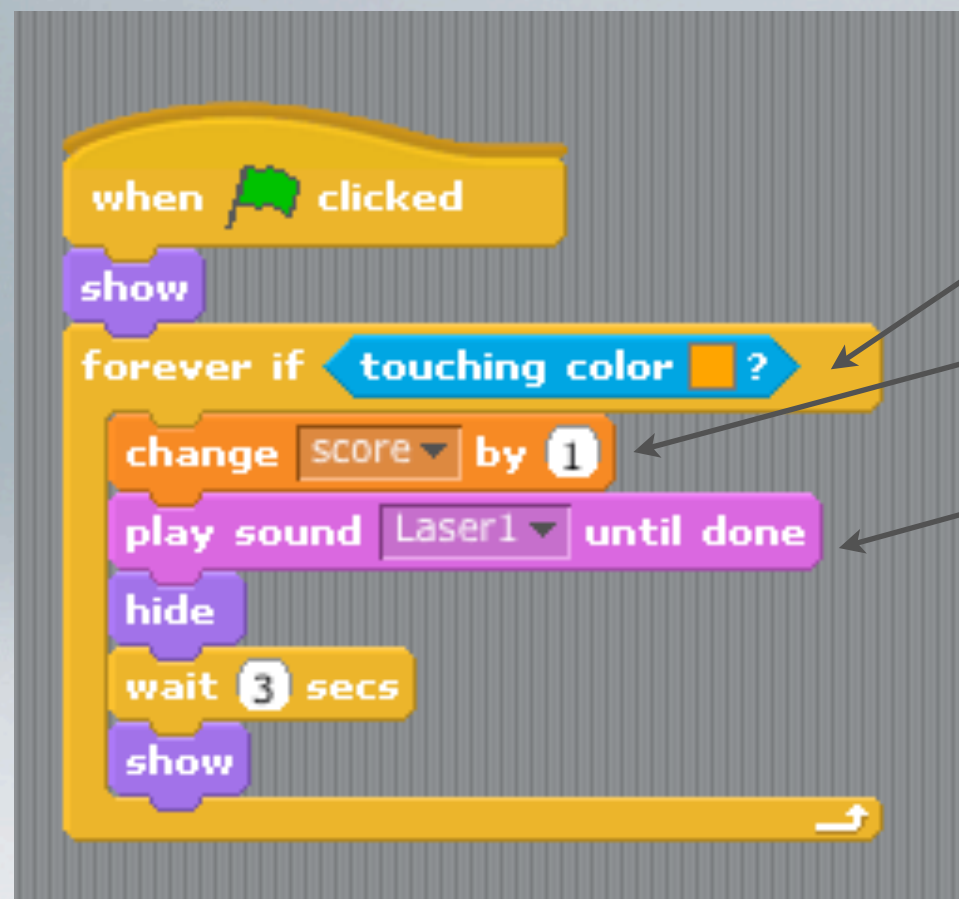# 360 Degrees (all directions)

Make a variable

What is a variable?

Where is a
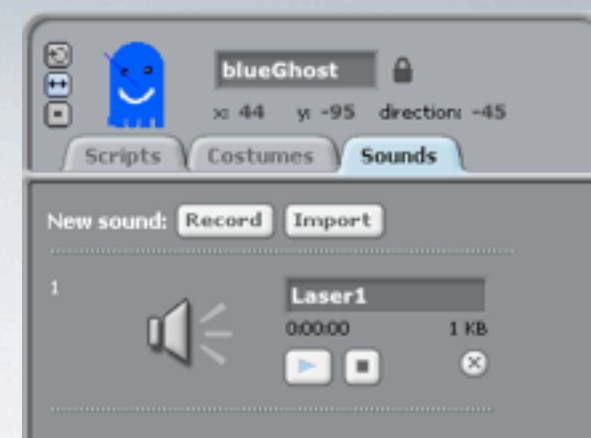variable stored?

Why do we need
it for our game?

Make it count and make it loud

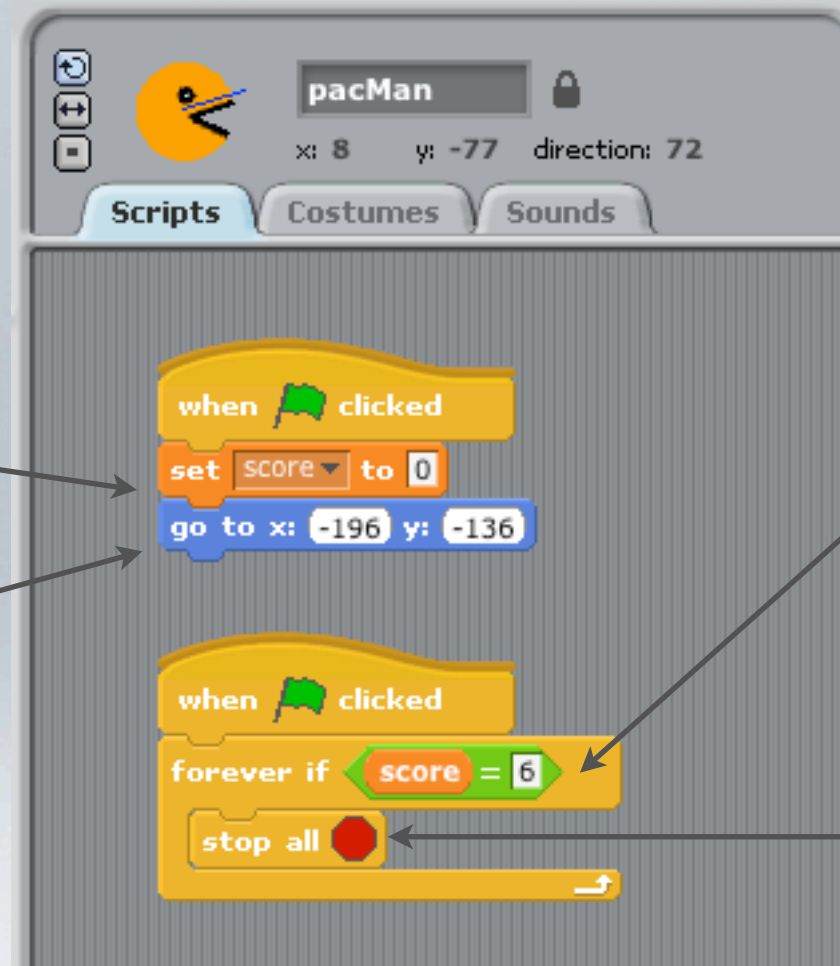Keep checking IF

Keep score

Play a sound

Import sound first!!!

Set up Start and Finish

Reset score for
game start

Say when
to finish

Give pacMan
a place to start

Tell game to
STOP

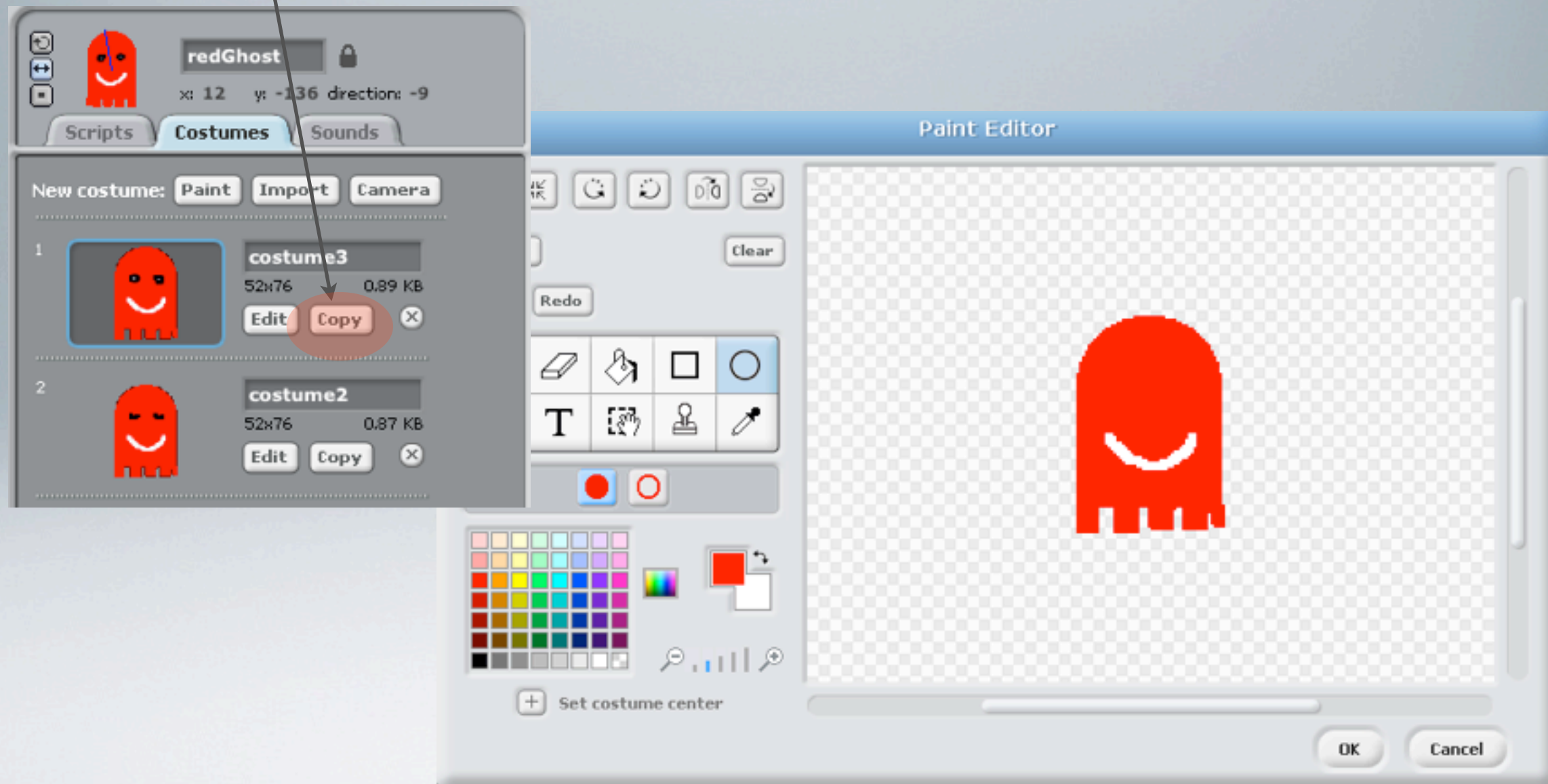# Duplicate the Ghost

Name them

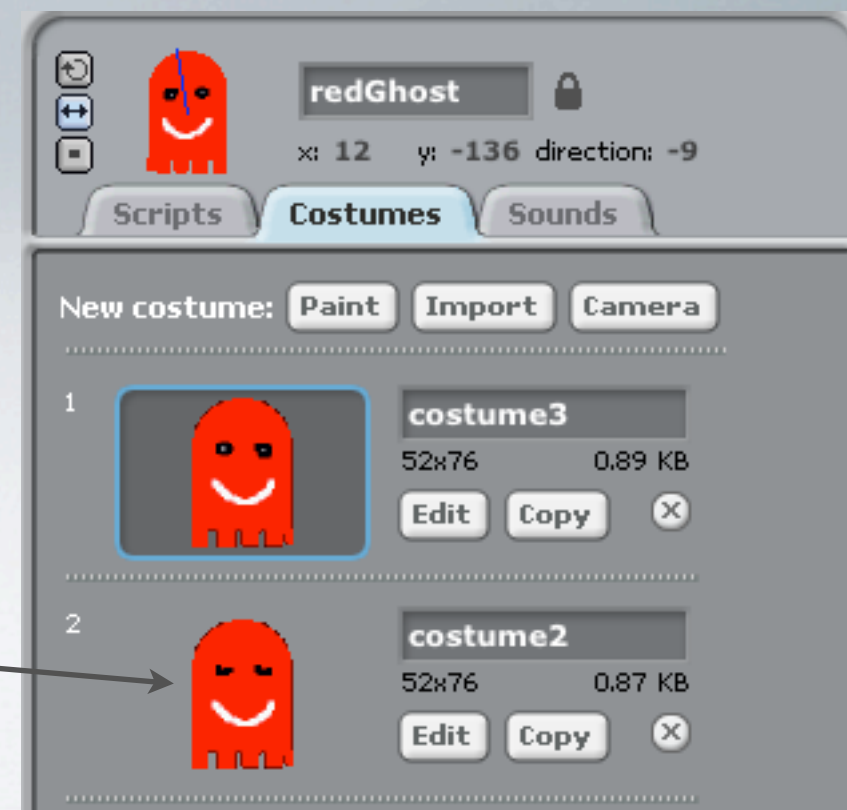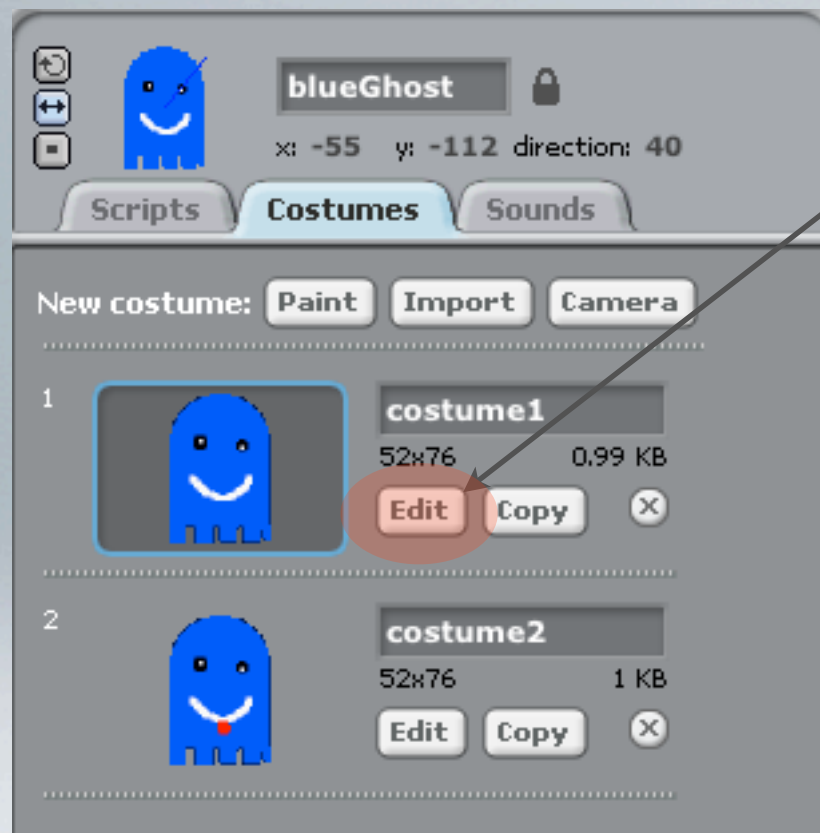Edit to make
them look different

WEEK 2

Make a better Ghost Game

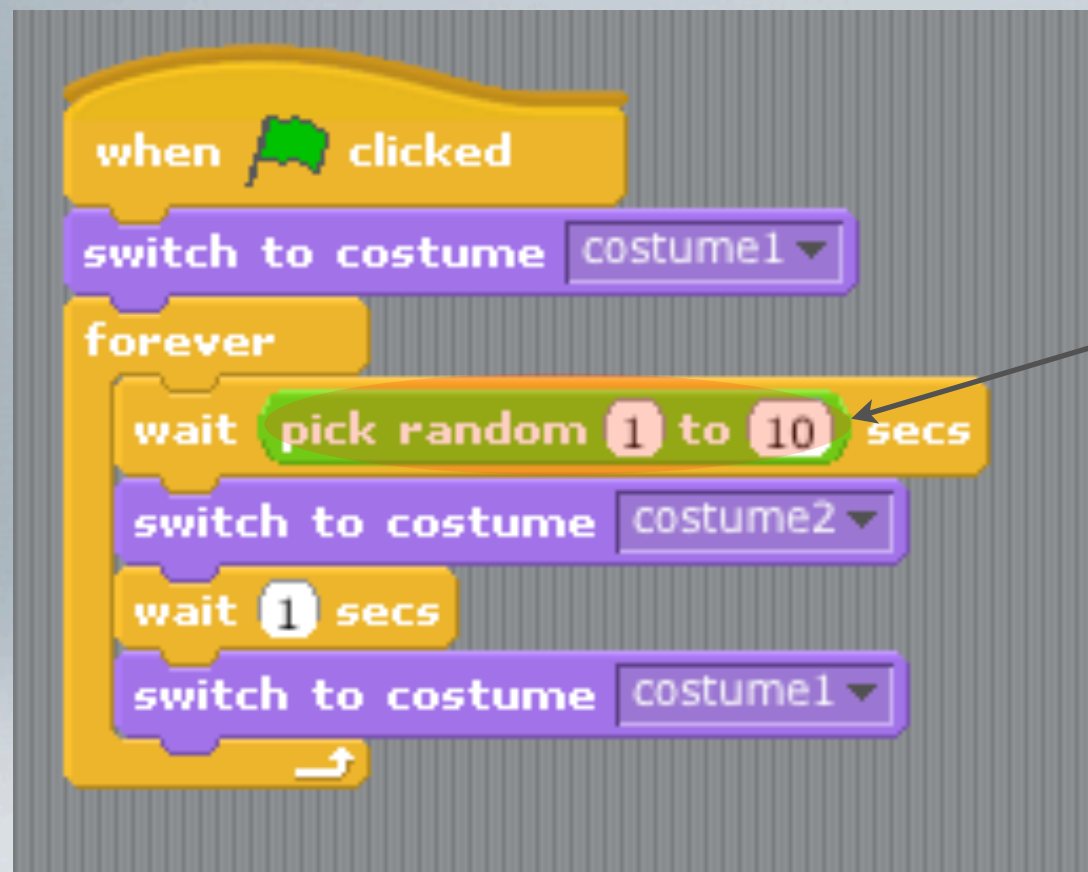# Make a copy and edit to change the piece you want

A Different Costume?

Edit to make a tongue

Or make a ghost blink

Add some code to change costume
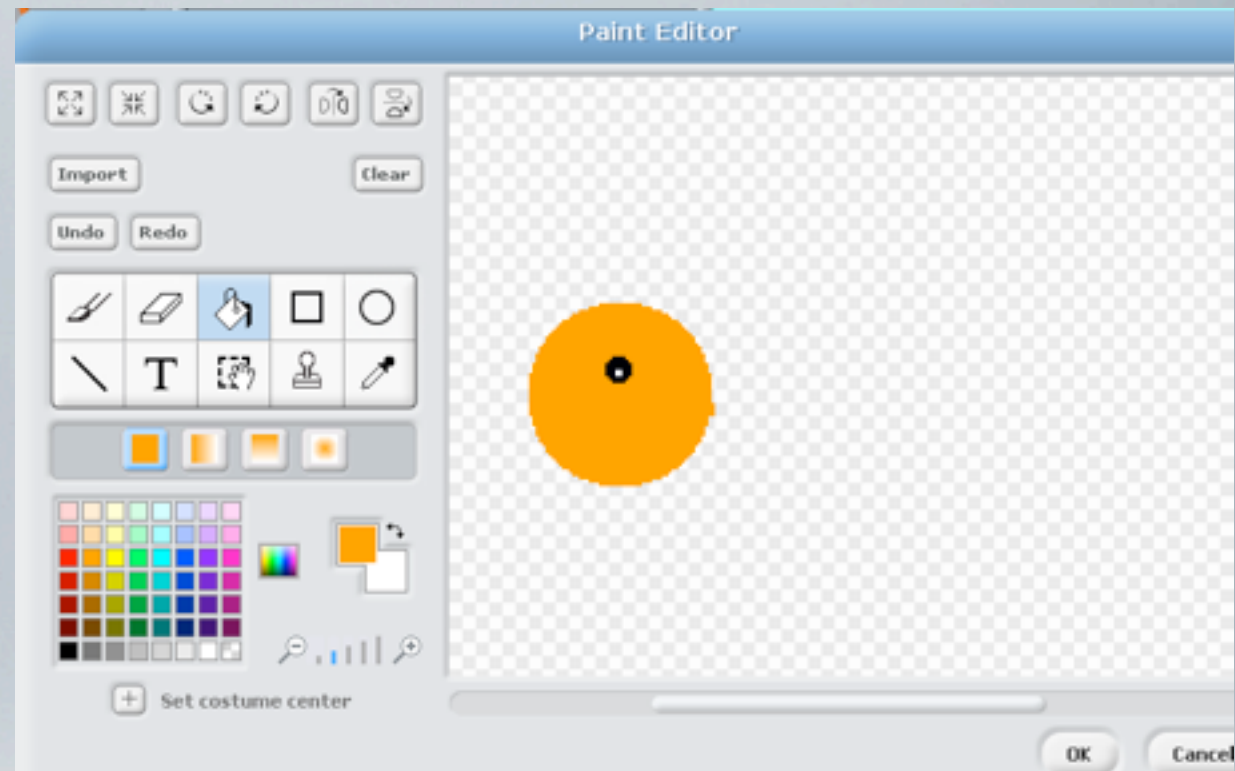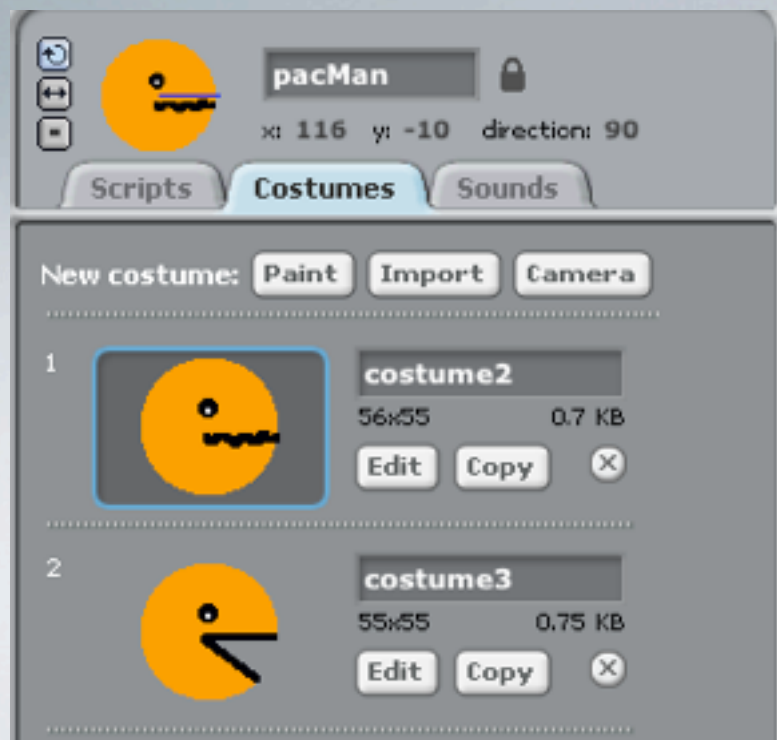

Every now and again

Add a broadcast

One line of code
for every ghost

Make pacMan chomp

First make a copy and edit to have no mouth

Then copy it once more and edit pacMan to have two different mouths

Add this code to make pacMan chomp


```
when I receive  eaten ▼
switch to costume  costume2 ▼
wait  0.5  secs
switch to costume  costume3 ▼
```

```
when  🏴  clicked
switch to costume  costume3 ▼
set  score ▼  to  0
go to x:  -196  y:  -136
```

Don't forget to make pacMan start with his mouth open

Add some code to the stage to make it interesting
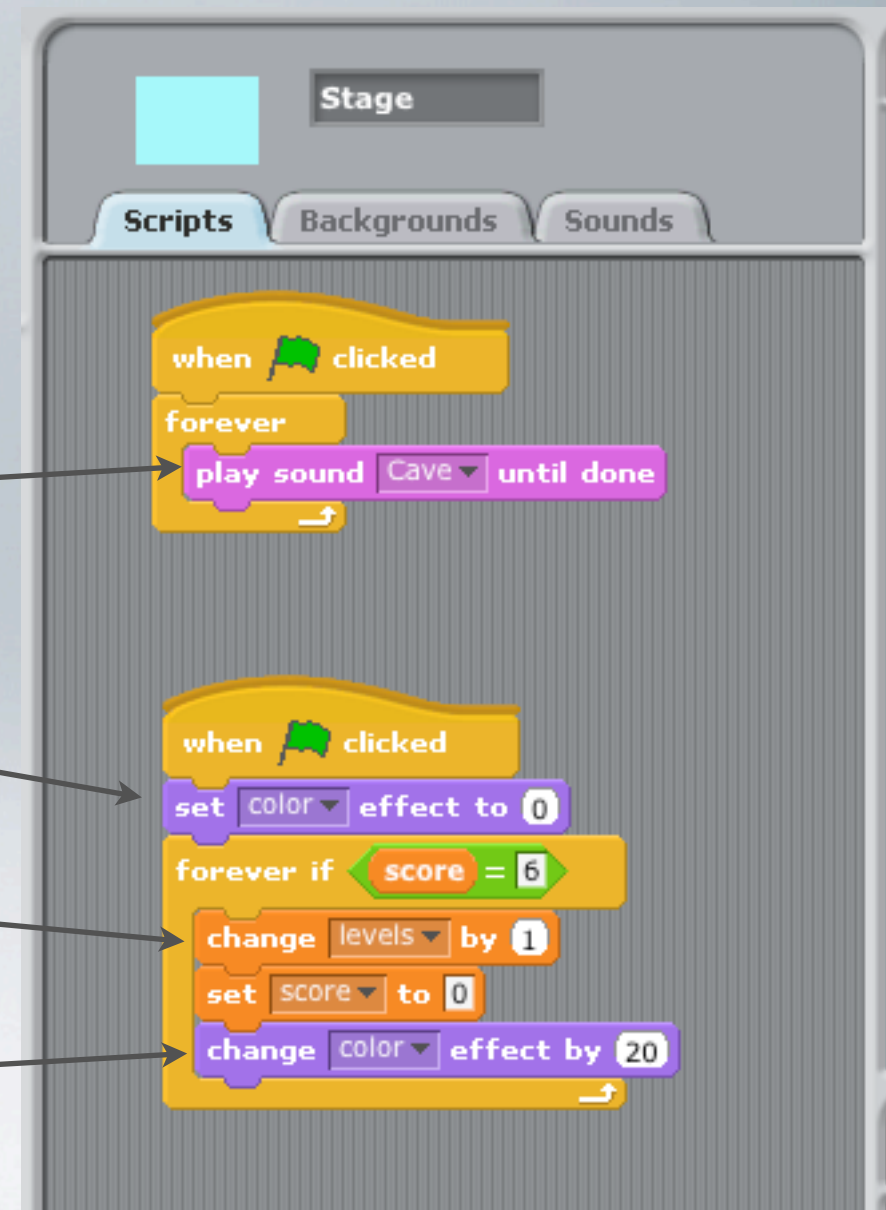
Add a
levels variable

Add some Music

Set the color to Zero

Update the levels

Change the color

Final change to pacMans code