


Easter Mini-Games

Using state, theme variation, multi-level game

Set the stage

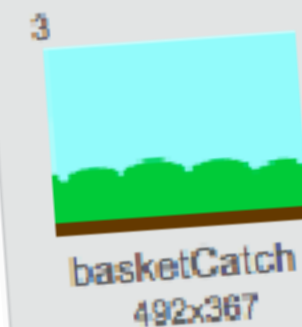
when  clicked
set state to start
forever
switch backdrop to state

when space key pressed
set state to start

when a key pressed
set state to eggHunt


when b key pressed
set state to basketCatch

New backdrop:



Game on!!!



when  clicked

switch costume to button2-a

show

when this sprite clicked


switch costume to button2-b

wait 1 secs

switch costume to button2-a

set state to eggHunt

broadcast beginEggHunt

when  clicked

forever

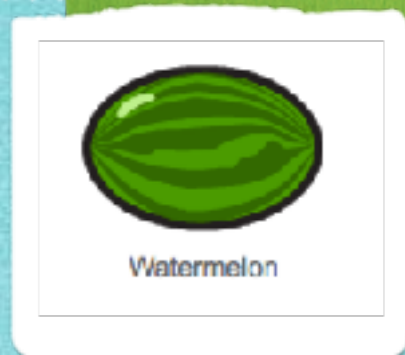
if state = start then

show

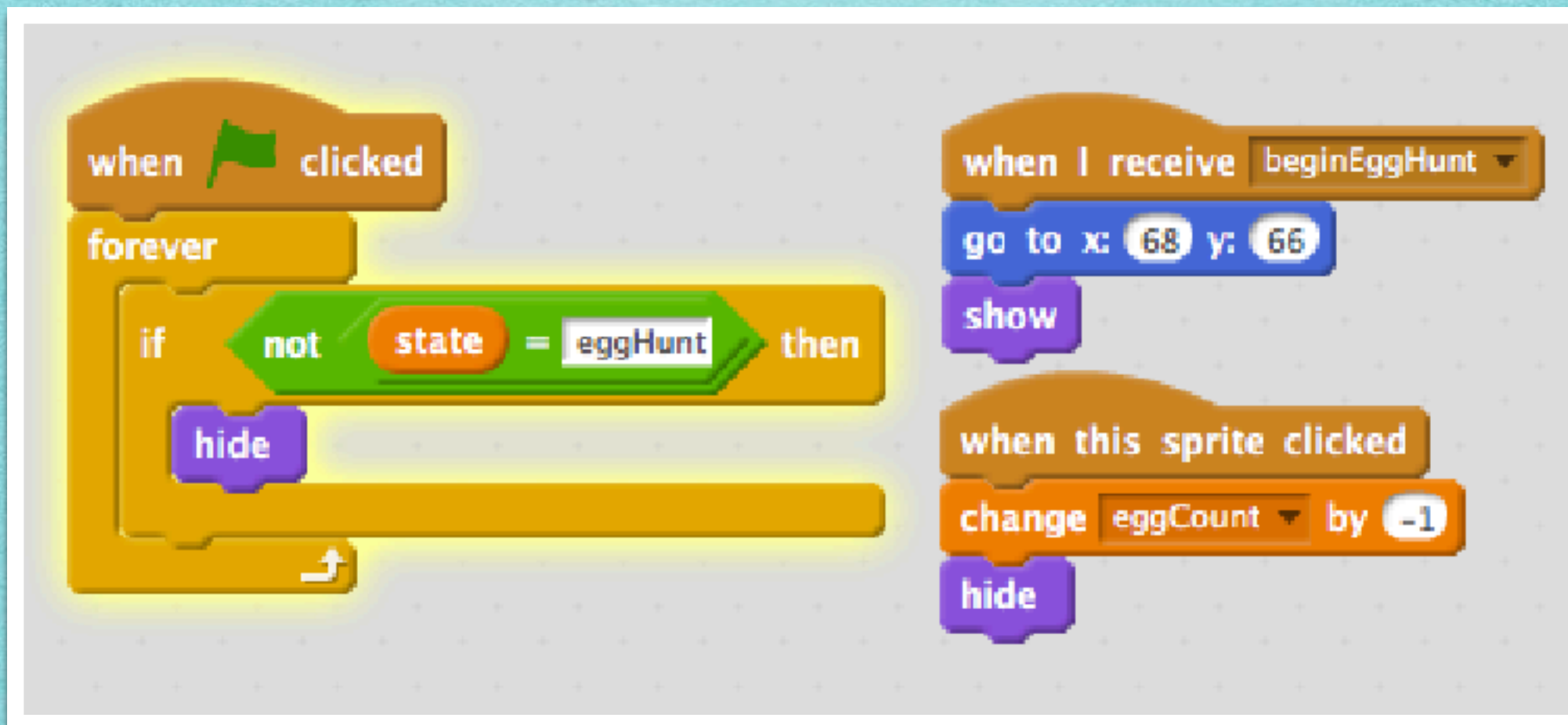
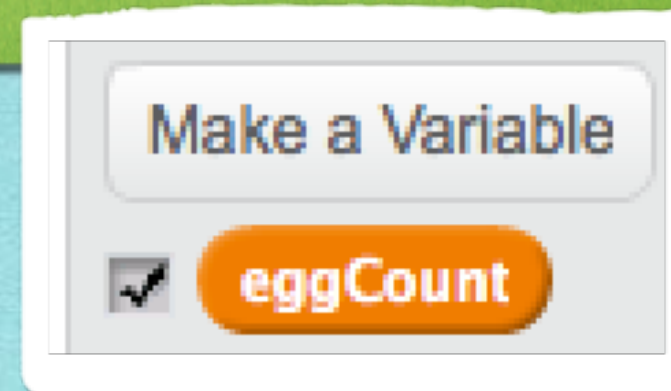
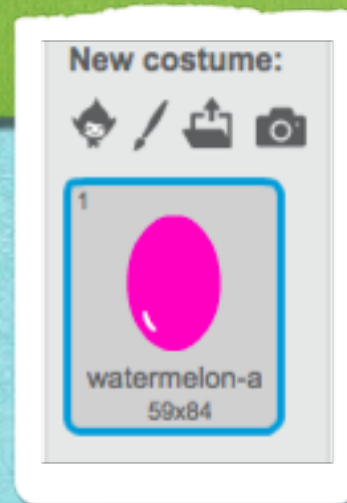
if not state = start then

hide

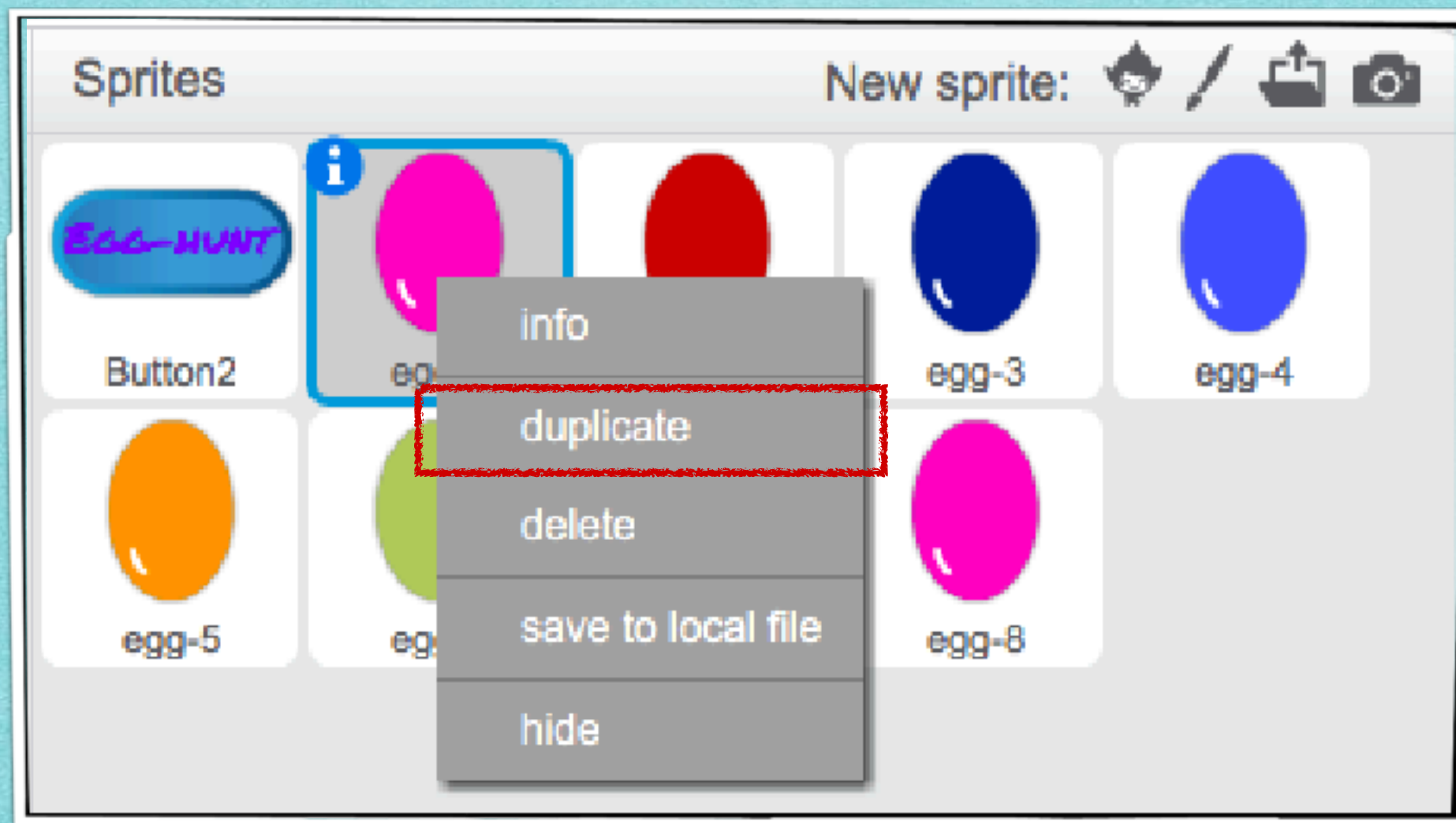
Watermelon Easter egg?



=



Hide eggs everywhere...



Keep track of your eggs!



Stage
3 backdrops

New backdrop:



when I receive beginEggHunt

set eggCount to 6

when clicked

forever

if eggCount = 0 or eggCount < 0 then

set state to start