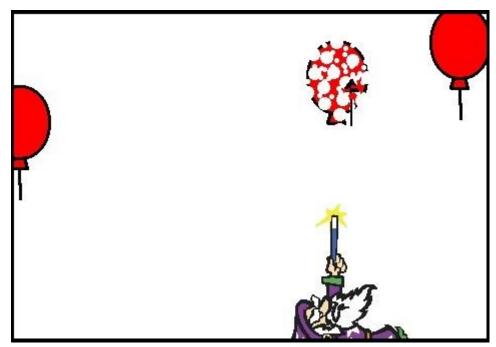
BALLOON POP



- 1. Start Scratch
- 2. Save your work as "Balloon Pop"
- 3. Create and name the Following Sprites:

Balloon

"Wizard"

"Arrow"

Name and Create the Balloon Scripts:

4. Name your balloon "Balloon."



5. Drag a "repeat until" script into the Balloon Script area.



6. Put a blue "change y by 10" into the "repeat until."



7. Change the y to "-5" (We want the balloon to fall down).



8. Put a "wait 0.2" seconds block into the "repeat until."



9. Put a "<" operator block into the hexagon of the "repeat until."



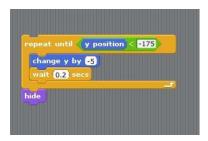
10. Put a "y position" and a -175 into the "<".

```
repeat until (y position < -175)

change y by -5

wait (0.2) secs
```

- 11. Double Click "repeat until" and test. The Balloon should move to the bottom of the screen.
- 12. We want to make the Balloon "hide" and then go to the top of the screen. Add a "hide" beneath the "repeat until."



13. Put a "wait" block on top of the "repeat until."

```
wait 1 secs

repeat until y position < -175

change y by -5

wait 0.2 secs
```

14. Put a "pick random 1 to 3 seconds" inside the "wait" block.

```
wait (pick random 1) to 3 secs
repeat until (y position < 175
change y by 5
wait ()2 secs
```

15. Put a blue "go to x: y: " block beneath the "wait."

```
wait pick random 1 to 3 secs
go to x: 205 y: 106
repeat until (y position) < -175
change y by -5
wait ().2 secs
```

16. Put a "pick random -240 to 240" in the x value.

```
wait pick random 1 to 3 secs
go to x: pick random -240 to 240 y: 106
repeat until (y position < -175)
change y by -5
wait (0.2 secs
```

17. Put "141" value in the y.

```
wait pick random 1 to 3 secs
go to x: pick random -240 to 240 y: 141
repeat until (y position < -175
change y by -5
wait 0,2 secs
```

18. Put a "switch to costume" block beneath the "go to x: y:"

```
wait pick random 1 to 3 secs

go to x: pick random -240 to 240 y: 141

switch to costume costume1 
repeat until (y position < -175)

change y by -5

wait (0.2 secs
```

19. Put a "show" block beneath the "switch to costume."

```
wait pick random 1 to 3 secs

go to x; pick random = 240 to 240 y; 141

switch to costume costume1 show

repeat until y position < =175

change y by = 3

wait 0.2 secs
```

20. Put a "forever" around the entire Balloon Scripts.

```
forever

wait pick random 1 to 3 secs

go to x: pick random -240 to 240 y: 141

switch to costume Costume1 v

show

repeat until (y position < -175)

change y by -5

wait 0.2 secs

hide
```

21. Connect a "When Green Flag Clicked" to the top and test by clicking on the Green Flag.

```
when clicked

forever

wait pick random 1 to 3 secs

go to x: pick random -240 to 240 y: 141

switch to costume costume1

show

repeat until (y position < -175)

change y by -5

wait 0.2 secs

hide
```

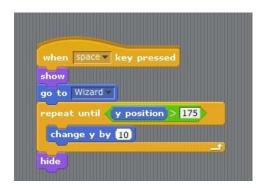
Name and Create the Arrow Scripts

22. Click on the Arrow Sprite. Name it "Arrow."

23. The Arrow Scripts are very much like the Balloon, except the Arrow y value changes in the positive direction because the Arrow moves up. Put the following scripts in the Arrow:



24. We want the Arrow to move when Space Key is pressed - so add a "when space key pressed" to the top of the arrow script.



Name and Create the Wizard Scripts:

25. The Wizard moves side to side (x axis) with the Mouse. Add the following scripts to follow the mouse x:



Make the Balloon React to the Arrow:

26. Until now, the Balloon has no idea the Arrow exists. We have to tell the

Balloon to watch for the arrow. Add a "touching Arrow" block beneath the Balloon Scripts.

```
when clicked

forever

wait pick random 1 to 3 secs

go to x: pick random -240 to 240 y: 141

switch to costume costume1

show

repeat until y position < -175

change y by -5

wait 0.2 secs

hide
```

27. Put a green "or" block beneath the Balloon Scripts.

```
when clicked

forever

wait pick random 1 to 3 secs

go to x: pick random 240 to 240 y: 141

switch to costume COSTUMET

show

repeat until (y position < 175)

change y by 55

wait 0.2 secs

hide

or
```

28. Put the "touching Arrow" in the first space in the "or" block and the "y position<-175" in the second block.

```
when so clicked

forever

wait pick random 1 to 3 secs

go to x: pick random 220 to 240 y: 141

switch to costume costume1

show

repeat until

change y by 5

wait 0.2 secs

hide

touching Arrow 2 or y position < 175
```

29. Put that "or" block back into the "repeat until."

```
when clicked

forever

wait pick random 1 to 3 secs

go to x: pick random 240 to 240 y: 141

switch to costume costumel

show

repeat until touching ATTOW 2 or y position < 175

change y by 5

wait 0.2 secs

hide
```

30. Add an "if" block beneath the "repeat until."

```
when clicked

forever

wait pick random 1 to 3 secs

go to x: pick random 240 to 240 y: 141

switch to costume COSTUME1

show

repeat until touching ATTOW 2 or y position < -175

change y by -5

wait 0.2 secs

if
```

31. Put a "touching Arrow" inside the "if"

```
when  clicked

forever

wait pick random 1 to 3 secs

go to x. pick random 240 to 240 y: [4]

switch to costume  costumel  show

repeat until  touching  Arrow ? or  y position  -175

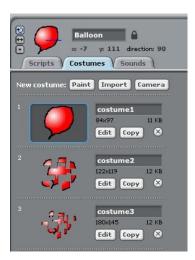
change y by -5

wait 0,2 secs

if  touching  Arrow ?

hide
```

32. Create different costumes for your balloon. (To simulate it popping)



33. Add the following scripts inside the "if" statement.

```
when clicked

forever

wait pick random 1 to 3 secs

go to xi pick random 220 to 240 y: 111

switch to costume costume!

show

repeat until touching Arrow ? or y position < 175

change y by 53

wait 0.2 secs

switch to costume costume?

wait 0.2 secs

switch to costume costume3

wait 0.2 secs

hide
```

Test and Make more balloons:

- 34. Click the Green flag and test. Correct any issues and make more balloons. Copy the original balloon script into these balloons.
- 35. Save your work!