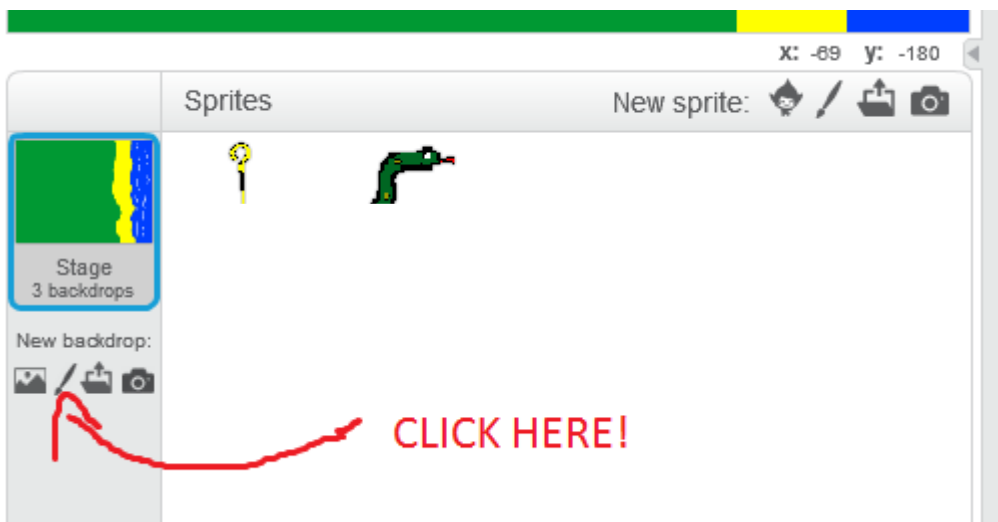


# St. Patrick's Day Scratch Project!

Today we're going to make a St. Patrick's day game in Scratch!

St. Patrick is said to have driven all the snakes in Ireland into the sea (maybe why there are no snakes in Ireland today?). We're going to re-create this in Scratch 2.0

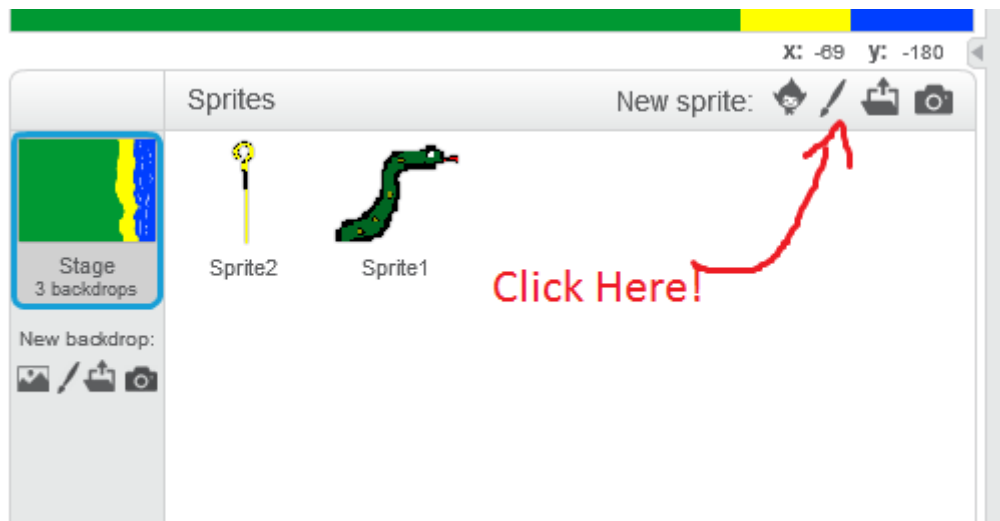
1. The first thing we need to do is draw a backdrop for our stage. This is where all of the action is going to happen! To make your own go to the left side of the screen and click this:



2. This needs to have some land and a bit of sea in it. Something like this:

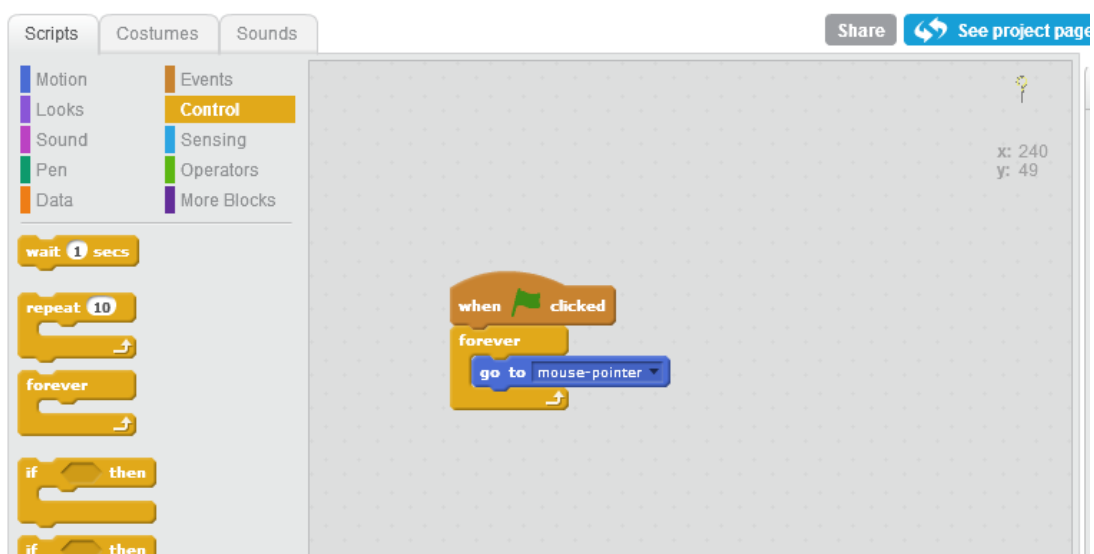


**3. After that we need to make a sprite of a snake. We make sprites just like we make backdrops, first click here:**



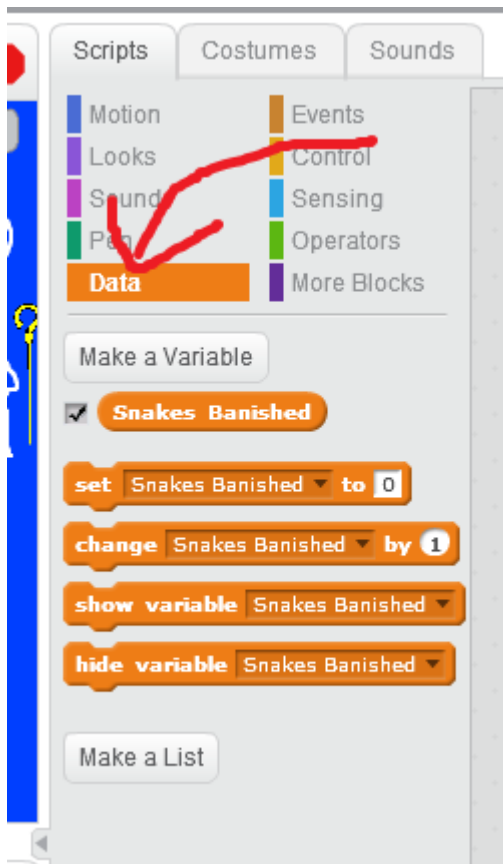
**Then draw your snake!**

- 4. The last sprite we need is something to represent St.Patrick. Create a new sprite just like you did in part three but this time draw something which you think reminds you of St.Patrick. Maybe a shamrock or the man himself! I chose his staff.**
- 5. Now it's time to start programming! For our game we're going to be chasing snakes into the sea, so first we need something to chase them with. Select your St.Patrick sprite and add this code:**



**This is going to make the sprite follow the mouse around the screen.**

6. Now we need something to keep track of how well we're doing. Under scripts, choose data and then make a new variable. Call it "Snakes Banished". This is going to be our score.



7. It's finally time to program our snake. First we're going to stick in a block of code that looks like this:



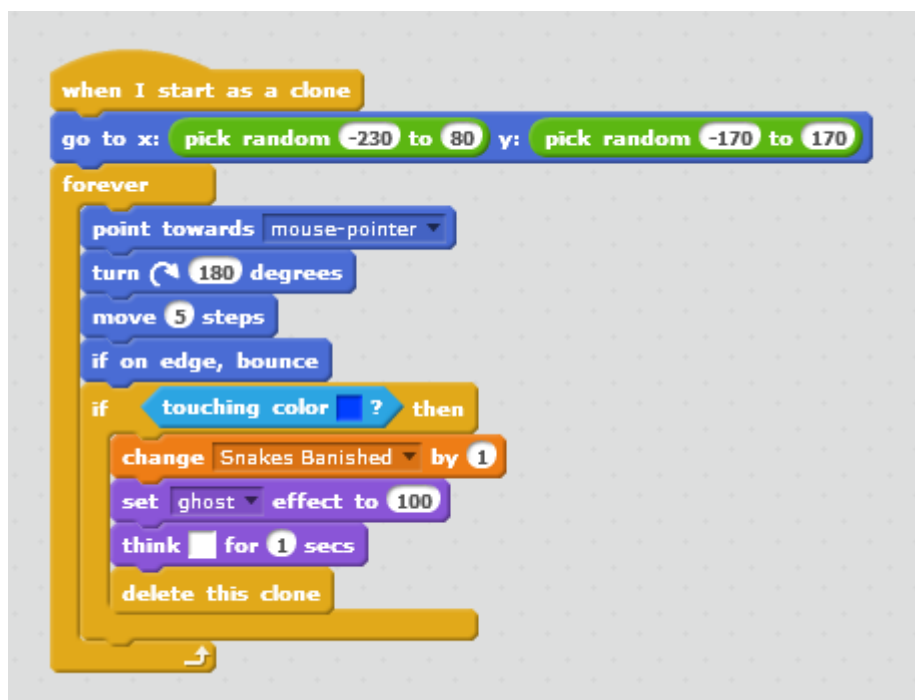
Remember that you can click the square inside the “touching color” block to get the dropper tool and then click on your sea to get the exact colour of your sea!

Here’s what we’re telling it to do:

- When the green flag is clicked (Check the Events Script for this)
- Set our score to 0 (Check the Variables Scripts for this)
- Go to the middle of the screen (Check the Motion Scripts for this)
- Make 10 copies of myself (Check the Control Scripts for this)
- Then until the game is over:
  - Point away from the mouse (Check the Motion Scripts for these)
  - Move 5 Steps forward
  - If I hit an edge bounce
  - If I touch the colour blue (the water) turn into a ghost!  
(Check the Sensing and Looks Scripts for these!)

8. Now because we’ve made our snakes clone themselves in the last step (the part where we copy them 10 times). We need to tell them

what to do when they start out as a clone. This is exactly the same thing the normal snake will do but with a few changes. Make some code that looks like this:

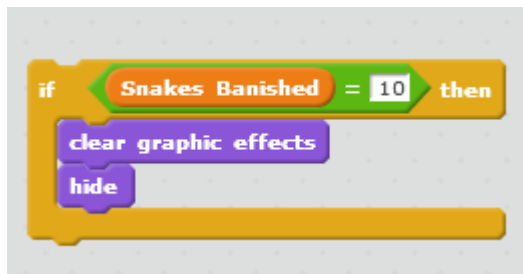


We're telling it that:

- When I start as a clone:
  - Go to a random part of the screen
  - Then, while the program is running:
    - Turn away from the mouse pointed
    - Move 5 steps
    - Bounce off the edges.
    - If it ever touches the colour blue (the sea):
      - Increase our score by one.
      - Turn it into a ghost.
      - Think (something) Put whatever you want your snakes to say when they are banished in here!
      - Then delete this clone

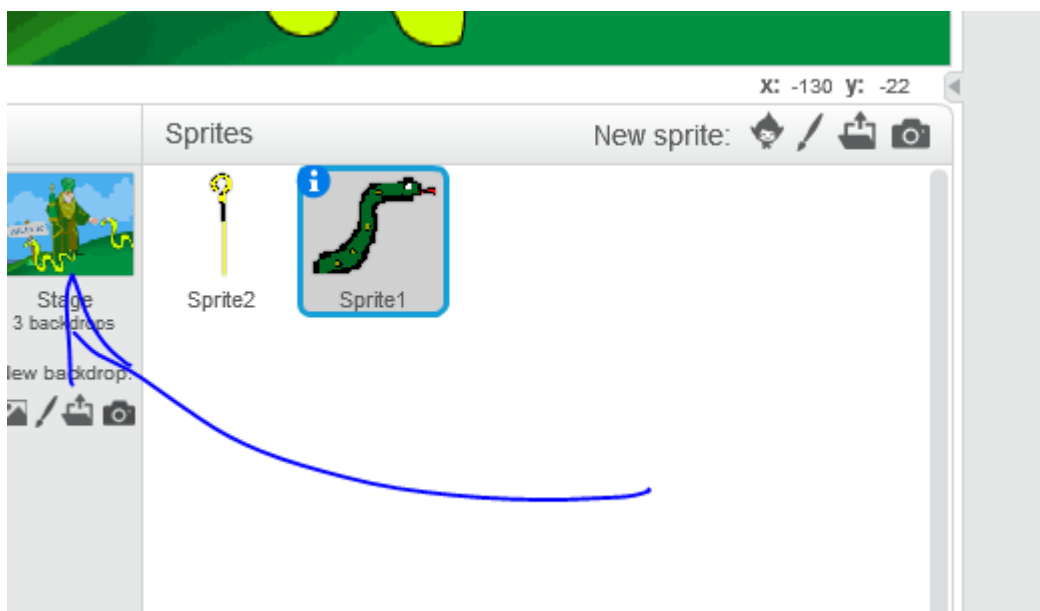
**9. The next thing we have to do is tell the game when the player has won.**

**Add this code to the scripts for our snake:**

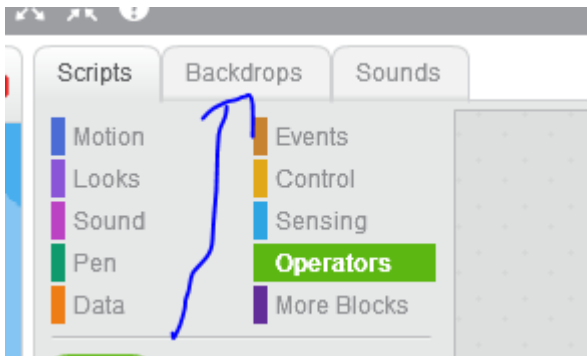


**When the player banishes 10 snakes we want them all to hide.**

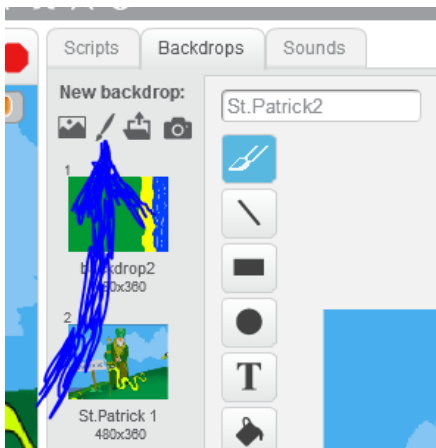
**10. The final thing we need to do is change the background so that the players know they've won. First we want to draw a backdrop for the victory screen. Go to backdrops:**



**And then click backdrops at the top of the screen:**

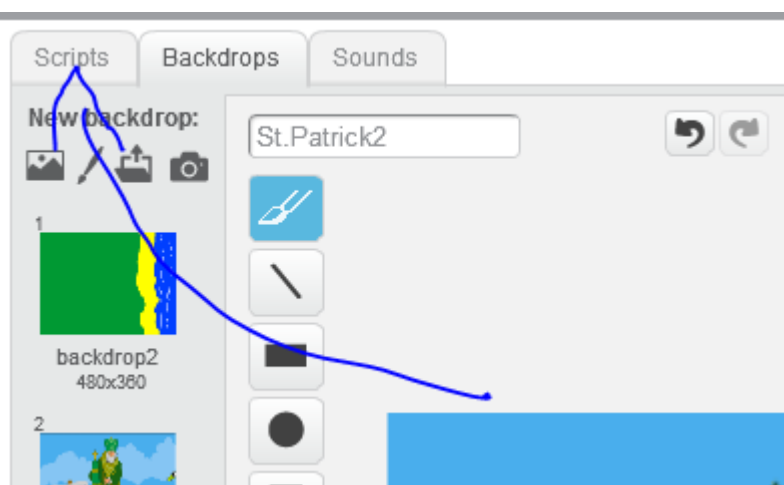


**And choose to paint your own backdrop:**

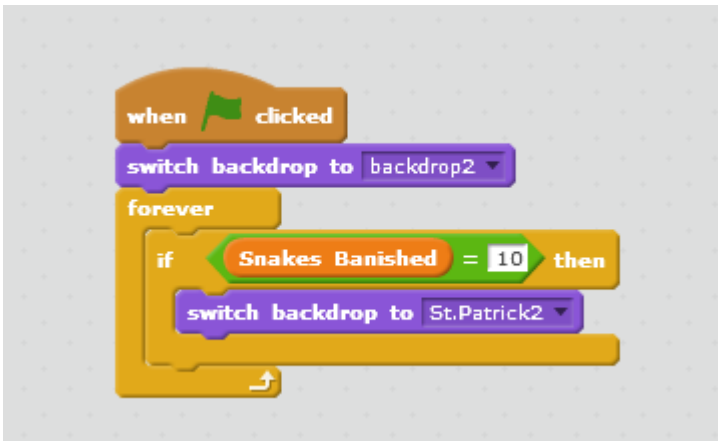


**Now paint the backdrop you want to show up when the player wins.**

**11. Next go to the Scripts page for backdrops:**



And add code that looks like this:



- When the game starts:
  - Switch to the game backdrop (the one we made at the very start).
  - Then while the game is running:
    - Keep checking if the player has banished 10 snakes.  
If so:
      - Switch to our victory backdrop.

And that's it we're done!

