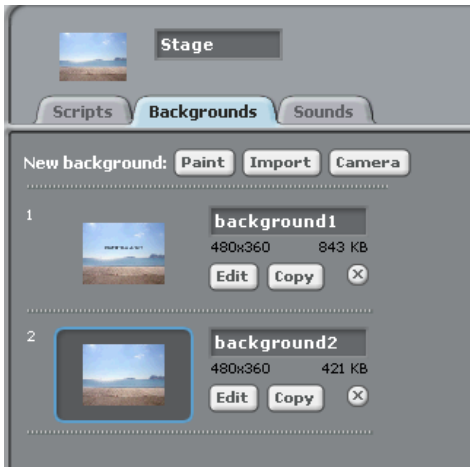
FRUIT BASKET GAME

Step 1: Do staging

Go to the **staging** section.

1. Click on the **edit** button on background 1, click import and go to the folder you just saved onto your memory stick.
2. Click on the **boardwalk.BMP** file.
3. Click **import** next to the new background and go into the **outdoors** file of scratch and select **board walk.**

It should look like this:



Step 2: Make variables

Switch to the **scripts** tab on the stage.

1. Go to the **variables** tab and click **make a variable**, and call one **totalScore**, and the others **cherry**, **lemon**, **pear**, **plum** and **pineapple**.
2. Go to **control** section and put a "**when flag is clicked**" piece on.
3. Then go to the **looks** section and get a "**switch to background**" piece and choose **background1**.
4. Now go to the **variables** and select "**hide variable**", place 6 of these on it, change each to **totalScore**, **cherry**, **pear**, **plum**, **pineapple** and **lemon**.

5. Then get the "**set_to 0**" and place 6 of these, the same. Then set them all to 0.

6. Then get a **wait until** piece from the **control** section.
7. Go to **sensing** and select "**key pressed**" piece, set this to **space** and place it in to the **wait until** piece.
8. Then go to **looks** and get the "**next background**" piece.
9. Then to **sensing** and select "**reset timer"**.
10. Then to **control** and select "**broadcast and wait"**, set it to new, and call it **start**.

The picture below is what it should look like:

Step 3: Control the basket

1. Click on paint new sprite, go to costumes, click import, select the basket picture from the folder on your memory stick. You might have to shrink or enlarge the picture so that it fits on the screen (top left of editing screen).
2. Go to the **control** section and select a "**when I receive_**" piece, change it to **start**.
3. Go to **looks** and get a "**show"** block.
4. Go into **motion**, get a "**set y to 0**" piece, change the value to **-80**.

5. Go back to **control** to get a "**repeat until".**
6. Go to the **operators** tab and select a "_>_" and place it into the **repeat until** loop.
7. Then go to **sensing** and place a **timer** piece on the left hand side of the operator, and set the right hand side to 60, so that it says **timer** > 60.

8. Then go into **control** and get 2 "**if**" pieces.
9. Go to the **sensing** and get 2 "**key pressed?**" pieces and place one into each of the "**if**" pieces.
10. Set the first one to say if the **right arrow** is pressed. In this first one, if the right arrow is pressed, go to **motion** and get a "**change x by**", and place it on the script, set the value to to **8**.
11. Set the second one to if the **left arrow** is pressed. Do the same for as in above but set this value to **-8**.

12. Place both of these if pieces inside the **repeat until** piece.

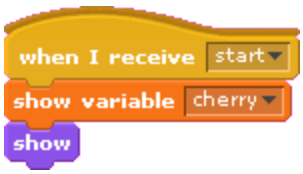
13. After the **repeat until** piece, go to **looks** and select a "**hide**" piece.
14. Then go to **control** and get a "**broadcast**" piece, and set it **new**, and call it **end**.

This is what it should look like:

15. Go to **control** and get a "**when flag is clicked**" piece, under this place a "**hide**" from **looks**. This should be separate from the script you just finished.

Step 4: Program the falling fruits

1. First make a new sprite, go to costumes, edit, and then import.
2. Get the picture of the cherry from the folder and also name the sprite "**cherry**". You might have to shrink or enlarge the picture so that it fits on the screen (top left of editing screen).
3. Then go to **control** and select the "**when I receive_**" piece, and change it to "**start**". In the **variables** section select "**show**" variable, and change it to "**cherry**".
4. Go to **looks** and select a "**show**" piece and put this on as well.



5. Then in **control** get a "**repeat until**" piece.
6. Go to **operators** and get a "_>_" piece.
7. Then go to the **sensing** and select "**timer**", put this on the left hand side of the operator
8. Set the right hand side to **60**.
9. Place this piece into the "**repeat until**" piece.

10. Inside the "**repeat until**" piece get a "**set y to_**" piece from **motion**, and set it to **230**. Then get a "**set x to_**" piece, and place this under the "**set y_**" block.
11. Go to **operators** and place a "**pick random**" piece into the "**set x to_**" piece, then change the first value to "**-240**" and the second to "**240**".

12. Under this piece and still inside the "**repeat until**" piece, get another "**repeat until**" piece from the **control** tab.
13. Into this **repeat until** piece, get "**_or_**" piece from **operators** and place it into it.
14. In the left hand side option, go to **sensing** and get a "**touching_?**" piece. Place this into the left hand side and then set the option to be basket.

15. On the right-hand side of the "**_or_**" piece, place another "**_or_**" piece from **operators**.
16. Into the left-hand side of this piece, get a "_<_" piece from **operators** and get a "_>_" piece for the right-hand side.
17. In the "_<_" piece for the left, get a "**y position**" piece from **motion**, for the right side set it to **-170**. For the "_>_" piece, go to **sensing** and get a "**timer**"

piece and place it on the left, and on the right set it to 60.

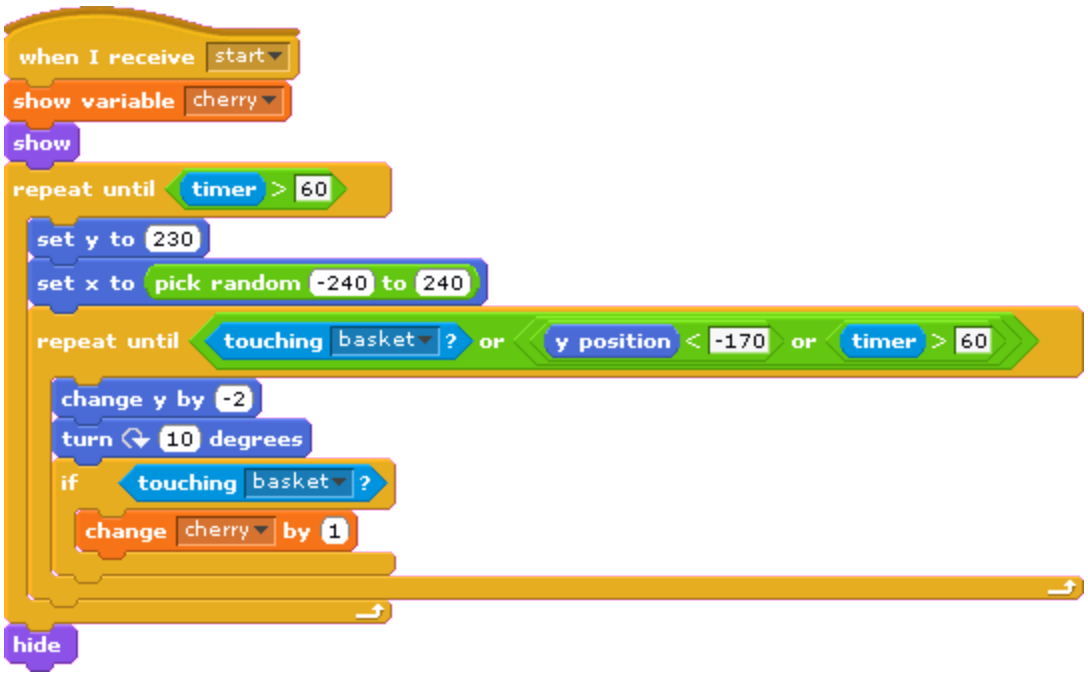
18. All of this goes into the "**repeat until**" slot.

19. Inside this "**repeat until**" piece, go to **motion** and get a "**change y by_**" piece, place it and set the value to **-2**.

20. Then get a "**turn degrees**" piece from **motion** like the one in the picture after this. Set it to 10 degrees.

21. After this, get an "**if**" piece from **control.**
22. Into this, go to **sensing** and select a "**touching_?**" piece. Place this and then set it to touching **basket** as before.
23. Inside this "**if**" piece, go to **variables** and select a "**change _ by _**" piece, and put this on, select the first option as **cherry** and the second option as 1.

24. After all of this, outside of the "**repeat until**" pieces, place a "**hide**" from **looks**.

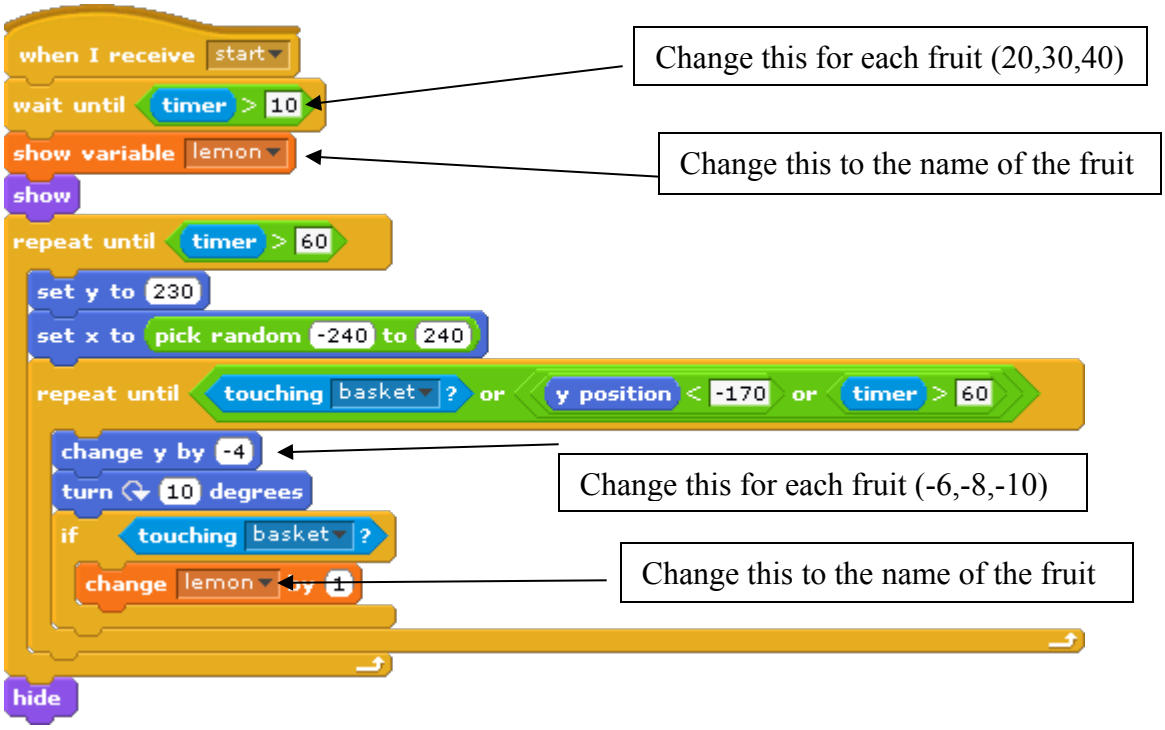


25. Go to **control** and get a "**when flag is clicked**" piece, under this place a "**hide**" from **looks**. (Make sure you do this on every fruit!)

26. Now you have to make 4 more sprites called **lemon**, **pear**, **plum** and **pineapple**.
27. Edit the costume, for each of these sprites it should be set to their picture in the folder.
28. The scripts for each of these is almost the same as **cherry**, so to speed up your time, right-click on script you've made in **cherry**, select duplicate, and then drag the copy into **lemon.**

29. The script for **lemon** is almost the same as **cherry**'s. **Lemon** appears only after 10 seconds into the game, so we insert a **wait until (timer > 10)** block to ensure this.
30. Place the "**wait until_**" from **control** after the "**when I receive start**" piece at the top of each script.

31. Then place a "_>_" from the **operator** section, and set the right-hand side to 10 and for the left-hand side, go to **sensing** and place a "**timer**" block.



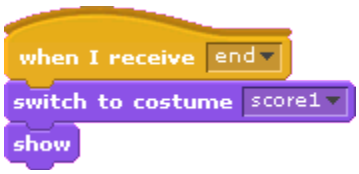
32. All the fruits - **pear**, **plum** and **pineapple** - have the same script as the **lemon**. They are different in terms of:

- variable to appear (**show variable** block)
- time to appear (**wait until_** block)
- falling speed (**change y by_** block)
- the variable to update (**change_by_** block)

So for **lemon** set time to 10 and falling speed to -4. For **pear** set time to 20 and falling speed to -6. For **plum** set time to 30 and falling speed to -8. For **pineapple** set time to 40 and falling speed to -10.

Step 5: Display final score

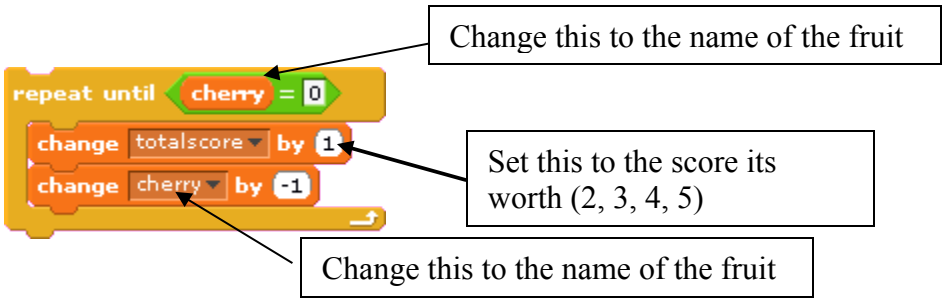
1. Create a new sprite called Score. Its first costume will have the "**Time's Up**" picture that is in the Fruit Basket folder, name this costume **score1**.
2. Then make a new costume which has the "**Your Score Is**" picture.
3. Now go back to the script, and in the **control** section, get a "**when I receive**" block, and set this to "**end**".
4. Go to **looks** and get a "**switch to costume**", and set it to **score1**, which should be the name of your first costume.
5. The get a "**show**" piece from **looks** as well.



6. Then go to controls and get a "**wait_secs**" block and place this and set it to 2.
7. Go back to **looks** and get a "**next costume**" piece.
8. After this go to **variables** and get a "**show variable_**" piece and place this and set it to "**totalScore**".

9. Then go into **control** and get a "**repeat until_**" block.
10. Inside the gap, place a "_=_" piece from **operators**.
11. In the left hand side of this operator, place a **cherry** from **variables**, set the right hand side to 0.
12. Inside this "**repeat until_**" piece, get 2 "**change_by_**" pieces from **variables** and put them in.
13. Set the first one to "**totalScore**" and have it change by 1,
14. Set the second one to **cherry**, and change it by -1.
15. After all of this, place a "**wait_secs**" block from **control** and set it to **0.5**.

16. The rest of the fruits are the same, so right click and duplicate this "**repeat until_**" block of pieces. Make 4 duplicates, one for each of the other fruits. For each of them, change the left-hand side of the operator to the variable of each of the fruits.



17. Then change the amount by which **totalScore** is changing, depending on how much you want each fruit to be worth, lemon =2, pear =3, pineapple = 4, plum =5.

18. Then change the 2nd variable to be the same fruit

This is what it should look like:

19. Go to **control** and get a "**when flag is clicked**" piece, under this place a "**hide**" from **looks**.

20. Now play the game, and after you've played through once, go to the totalscore variable on the game screen, right-click and select **large readout** then place it to the right of the words on the screen so that it looks a bit like this:

Now your game should work! Click the green flag and then space and play away!

If you want to mess around with the game, you can change the falling speeds, the time they appear or how many points they are worth. Go to Step 3: 32 and Step 4 : 16.