

Helicopter Cave Game

- Horizontal Scrolling Game
 - Variables
 - Messaging
 - Horizontal Scrolling

Stage Script

Helicopter Cave on Scratch - Google Chrome

scratch.mit.edu/projects/16551624/#editor

Scratch

File Edit Tips About

Helicopter Cave by joedean (unshared)

Scripts Backdrops Sounds

Motion Looks Sound Pen Data Events Control Sensing Operators More Blocks

Stage selected:
No motion blocks

x: 240 y: -180

Stage 1 backdrop helicopter Sprite1

New backdrops: ground Sprite4

Sprite5 Sprite6

Sprite7 Sprite8

Sprite9 Sprite10

Sprite11 Sprite12

Sprite13 Sprite14

Sprite15 Sprite16

Backpack

when clicked

set scrollx to 0

set scroll_speed to 4

broadcast init

wait until key up arrow pressed?

broadcast start

forever

change scrollx by 0 - scroll_speed

Helicopter Script

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Save now joedean

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Scripts Costumes Sounds

Motion Events Control Sensing Operators More Blocks

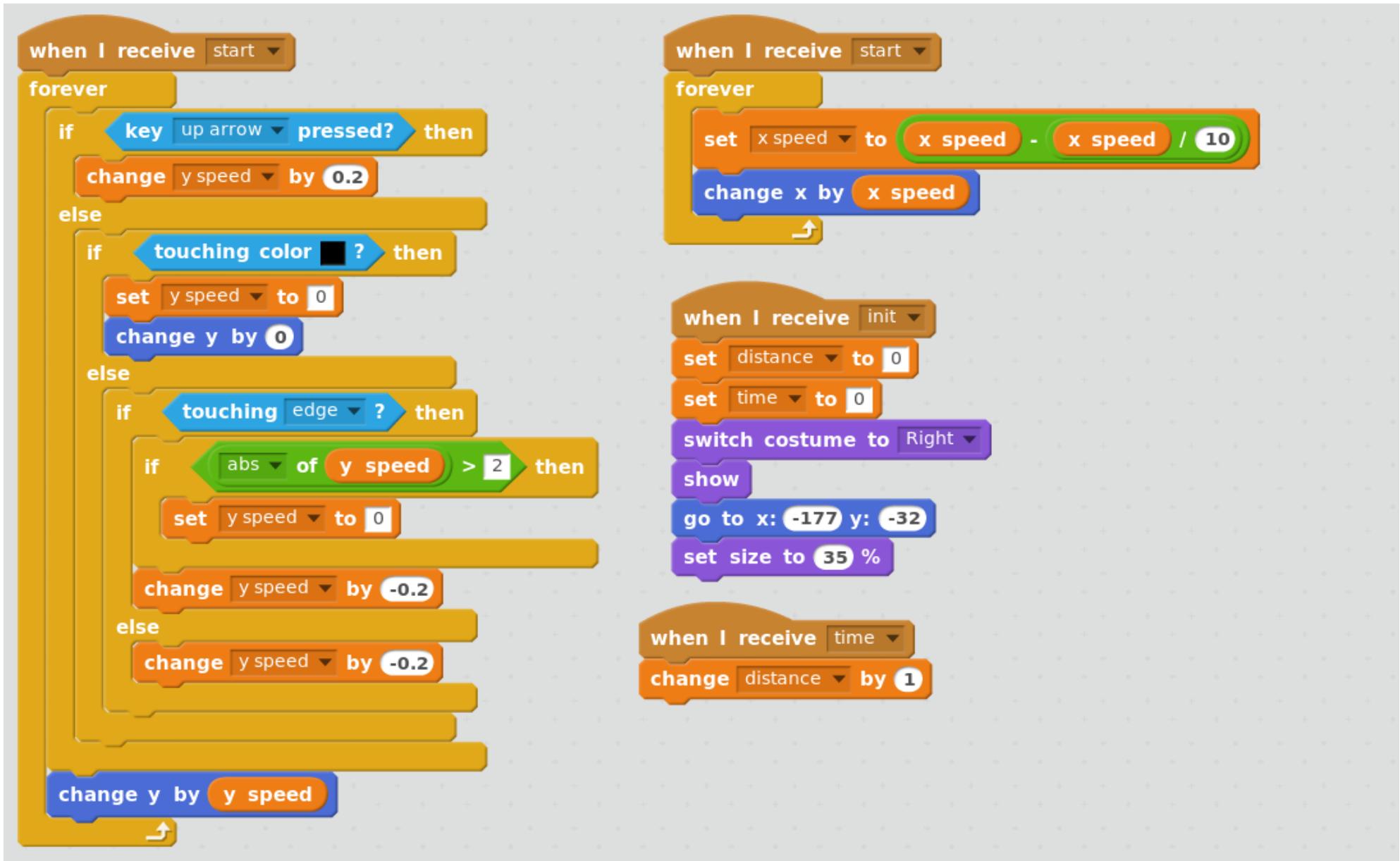
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -177 y: -32
go to mouse-pointer
glide 1 secs to x: -177 y: -32
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
direction

Stage 1 backdrop
New backdrop
helicopter Sprite1
ground Sprite4
Sprite5 Sprite6
Sprite7 Sprite8
Sprite9 Sprite10
Sprite11 Sprite12
Sprite13 Sprite14
Sprite15 Sprite16

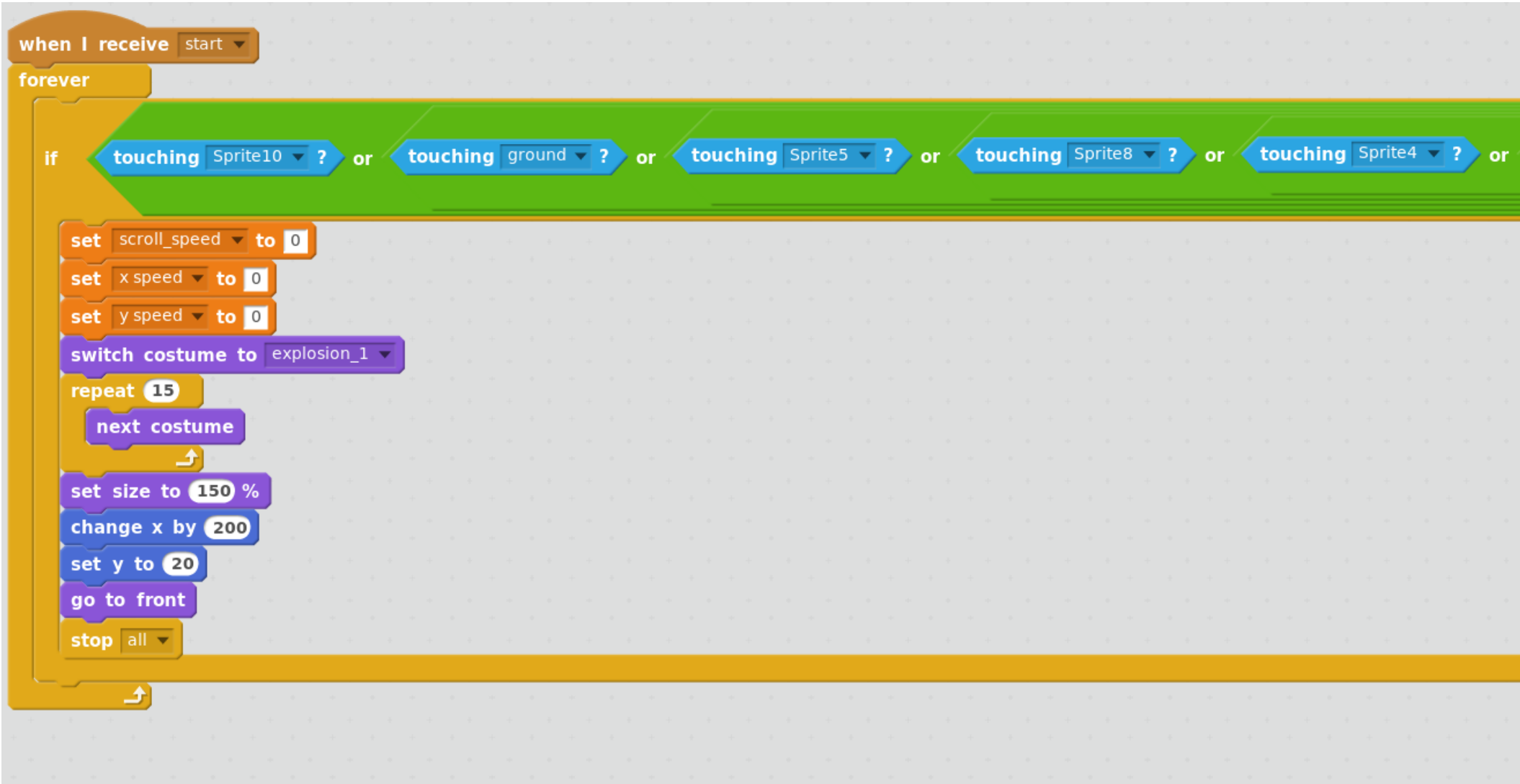
Backpack

when I receive start
forever
if key left arrow pressed then
change y speed by 0.2
else
if touching color 1 then
set y speed to 0
change y by 0
else
if touching color 2 then
if add of y speed > 2 then
set y speed to 0
change y speed by -0.2
else
change y speed by -0.2
change y by y speed
when I receive start
forever
set x speed to x speed - x speed / 10
change x by x speed
when I receive start
set distance to 0
set time to 0
switch costume to Right
show
go to x: -177 y: -32
set size to 100 %
when I receive start
change distance by 1
when I receive start
forever
if touching Sprite1 or touching Sprite2 or touching Sprite3 or touching Sprite4 or touching Sprite5 or touching Sprite6 or touching Sprite7 or touching Sprite8 or touching Sprite9 or touching Sprite10 or touching Sprite11 or touching Sprite12 or touching Sprite13 or touching Sprite14 or touching Sprite15 or touching Sprite16 then
set scroll speed to 0
set x speed to 0
set y speed to 0
switch costume to explosion 1
repeat 15
next costume
set size to 100 %
change x by 200
set y to 0
go to front
stop

Helicopter Script 1



Helicopter Script 2



Ground Script

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Scripts Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards
- go to x: 0 y: 1
- go to mouse-pointer
- glide 1 secs to x: 0 y: 1
- change x by 10
- set x to 0
- change y by 10
- set y to 0
- if on edge, bounce
- set rotation style left-right
- x position
- y position
- direction

when I receive init

forever

set x to scrollX + 480 * 0

Stage 1 backdrop

New backdrops

ground

Sprite1

Sprite4

Sprite5

Sprite6

Sprite7

Sprite8

Sprite9

Sprite10

Sprite11

Sprite12

Sprite13

Sprite14

Sprite15

Sprite16

Sprite17

Backpack

x: 240 y: -180

x: 0 y: 1

Sprite1 Script

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Scripts Costumes Sounds

Motion Events Looks Sound Pen Data More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -192 y: -49
go to mouse-pointer
glide 1 secs to x: -192 y: -49
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
direction

when I receive init
forever
set x to scrollx + 480 * -0.4

x: 240 y: -180

Stage 1 backdrop
New backdrop:
helicopter
Sprite1
ground
Sprite4
Sprite5
Sprite6
Sprite7
Sprite8
Sprite9
Sprite10
Sprite11
Sprite12
Sprite13
Sprite14
Sprite15
Sprite16

Backpack

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x: -192 y: -49

Sprite4 Script

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Scripts Costumes Sounds

Motion Events Control Sensing Operators More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards

go to x: 465 y: 0

go to mouse-pointer

glide 1 secs to x: 465 y: 0

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

x position

y position

direction

when I receive init

forever

set x to scrollx + 480 * 1

Stage 1 backdrop

New backdrop

helicopter

Sprite1

ground

Sprite4

Sprite5

Sprite6

Sprite7

Sprite8

Sprite9

Sprite10

Sprite11

Sprite12

Sprite13

Sprite14

Sprite15

Sprite16

Sprite17

Backpack

x: 240 y: 44

x: 465 y: 0

Sprite5-8 Script

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Scripts Costumes Sounds

when I receive init

go to front

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards

go to x: 0 y: -163

go to mouse-pointer

glide 1 secs to x: 0 y: -163

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

x position

y position

direction

Backpack

Stage 1 backdrop

New backdrop

helicopter Sprite1

ground Sprite4

Sprite5

Sprite6

Sprite7

Sprite8

Sprite9

Sprite10

Sprite11

Sprite12

Sprite13

Sprite14

Sprite15

Sprite16

Sprite17

x: 240 y: -180

x: 0 y: -163

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Sprite9 Script

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Scripts Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards
- go to x: 465 y: 1
- go to mouse-pointer
- glide 1 secs to x: 465 y: 1
- change x by 10
- set x to 0
- change y by 10
- set y to 0
- if on edge, bounce
- set rotation style left-right
- x position
- y position
- direction

Events

- when I receive init

Control

- forever

Operators

- set x to scrollx + 480 * 2

Stage

Stage 1 backdrop

New backdrop

Sprites

New sprite:

helicopter Sprite1 ground Sprite4 Sprite5

Sprite6 Sprite7 Sprite8 Sprite9 Sprite10

Sprite11 Sprite12 Sprite13 Sprite14 Sprite15

Sprite16 Sprite17

Backpack

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x: 465 y: 1

Sprite10 Script

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Motion Looks Sound Pen Data Events Control Sensing Operators More Blocks

when I receive init

forever

set x to scrollx + 480 * 3

Stage 1 backdrop

New backdrop

Sprites

New sprite: helicopter Sprite1 ground Sprite4 Sprite5 Sprite6 Sprite7 Sprite8 Sprite9 Sprite10 Sprite11 Sprite12 Sprite13 Sprite14 Sprite15 Sprite16 Sprite17

x: 240 y: -180

Backpack

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x: 465 y: -7

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

x position

y position

direction

Sprite11-17 Scripts

11:



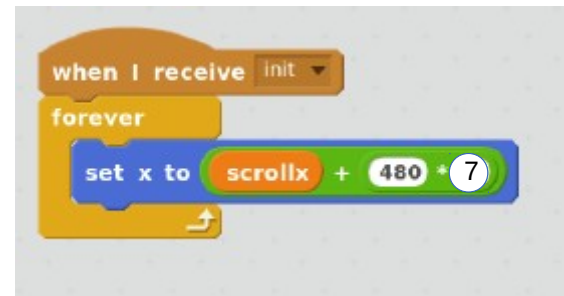
12:



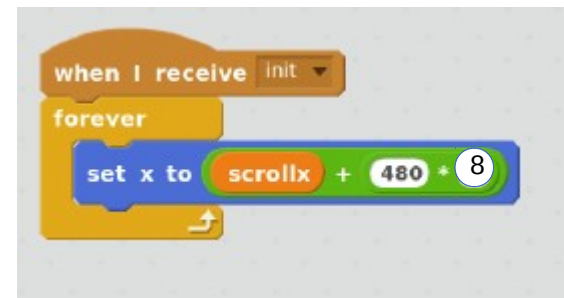
13:



14:



15:



16:



17:



Advanced Challenges

- Add helicopter sound
- Fix helicopter navigation so you can finish
- Add a Finish line with victory sprite and sound
- Fix Sprite14 glitch
- Create your own custom scrolling game