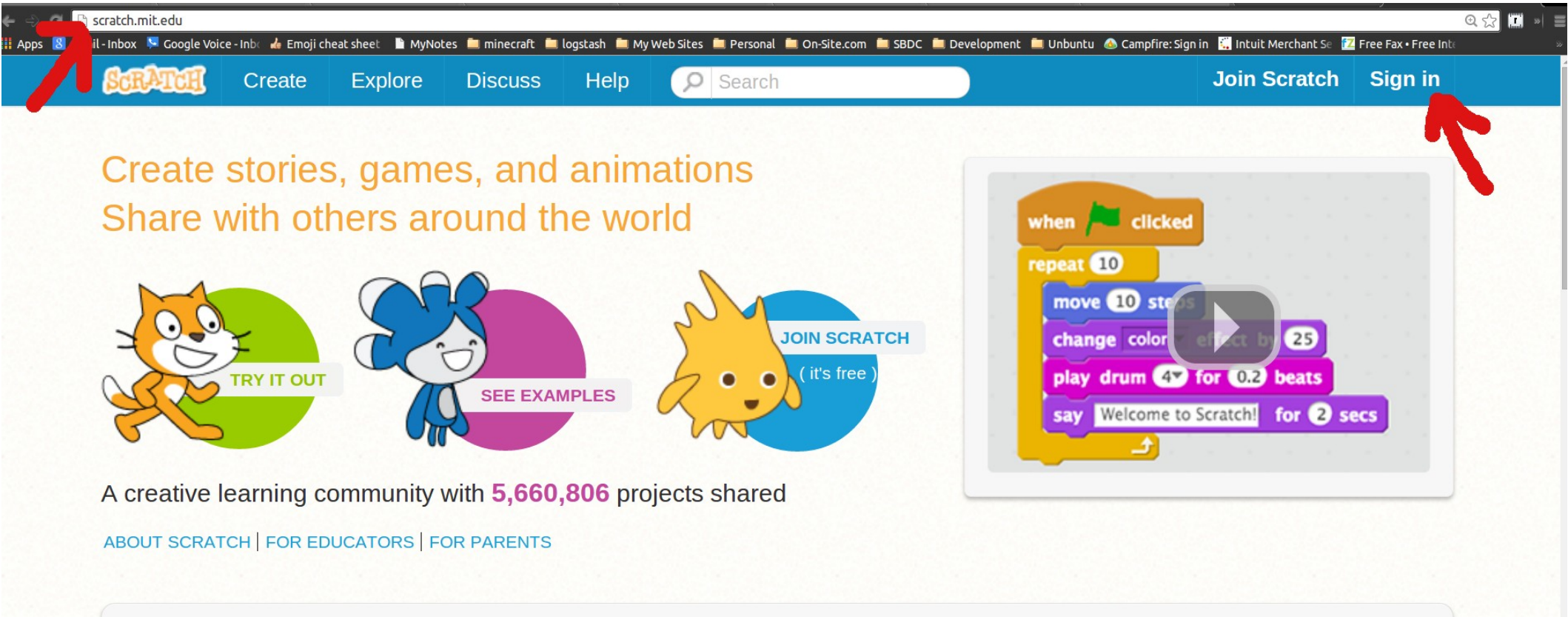
Rio de Janeiro
Score 0
Ball 8
Score 5 to win!!

Campbell CoderDojo URLs

- Slides:
  http://joedean.github.io/coderdojo-scratch/presentations/shootout.html
  - Starting point for Session
  - Includes all scripts to complete the shootout game.
- Studio:
  http://scratch.mit.edu/studios/473071/
  - Location to get starter project. Remix to start creating game. It includes all the images for the game.
  - Location to share finished project. When you game is completed add to this studio to share.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when clicked
repeat 10
move 10 steps
change color effect by 25
play drum 4 for 0.2 beats
say Welcome to Scratch! for 2 secs
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July Campbell CoderDojo

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2014 FIFA World Cup S...
by joeddean

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Updated 28 Jun 2014

This studio is for the July 2014 Campbell CoderDojo where we will build a soccer shoot-out game to celebrate the 2014 FIFA World Cup.

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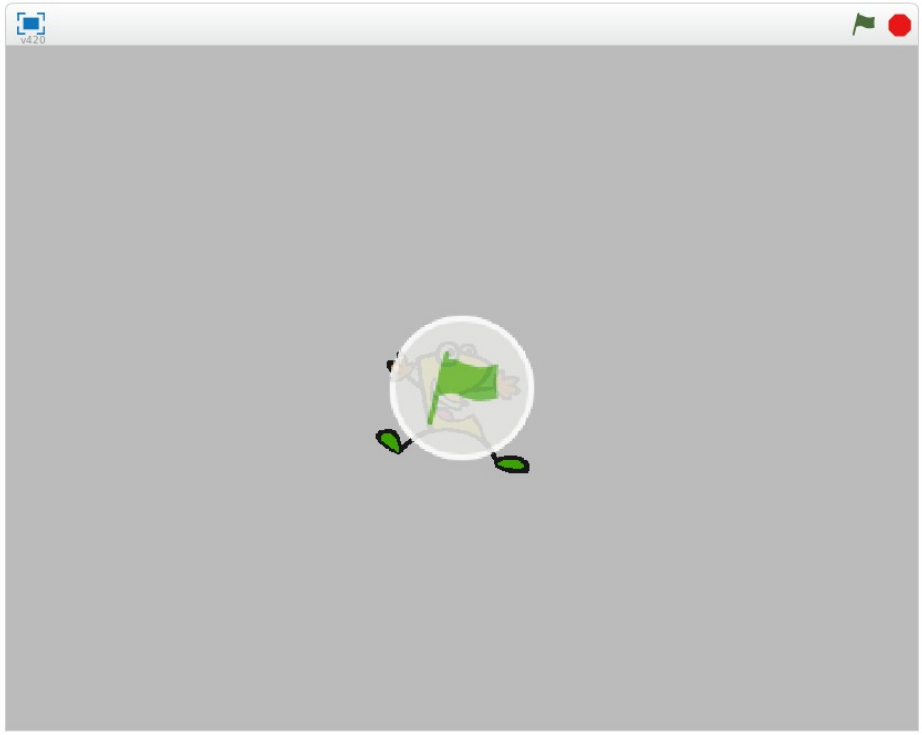
2014 FIFA World Cup Shootout! Starter

remixed by joeddean

0 scripts
8 sprites

See inside



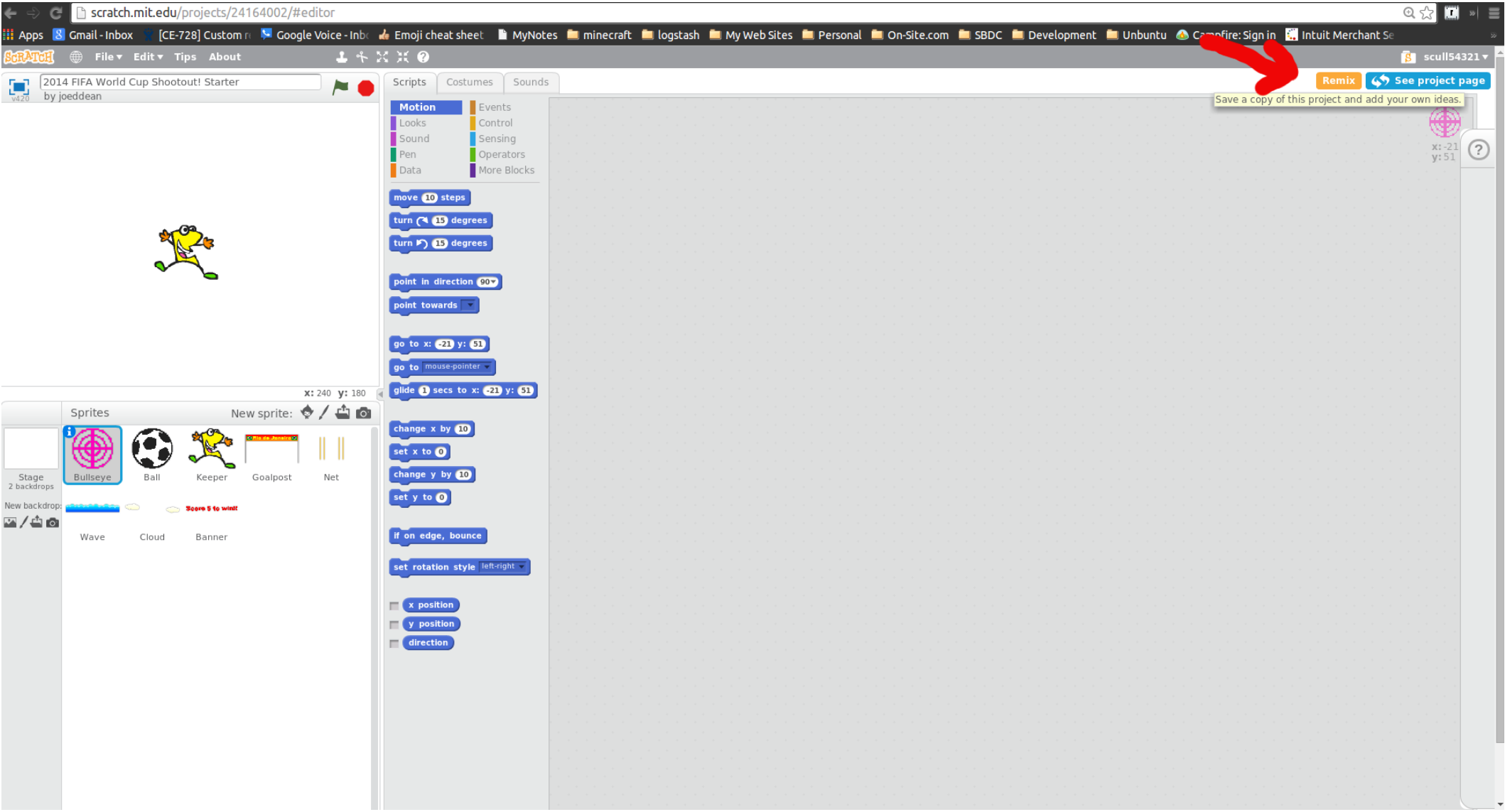
Notes and Credits (added by joeddean)

None

Original project:
Rio de Janeiro Shootout! by **pieguy1**

Shared: 28 Jun 2014 Modified: 28 Jun 2014

More projects by joeddean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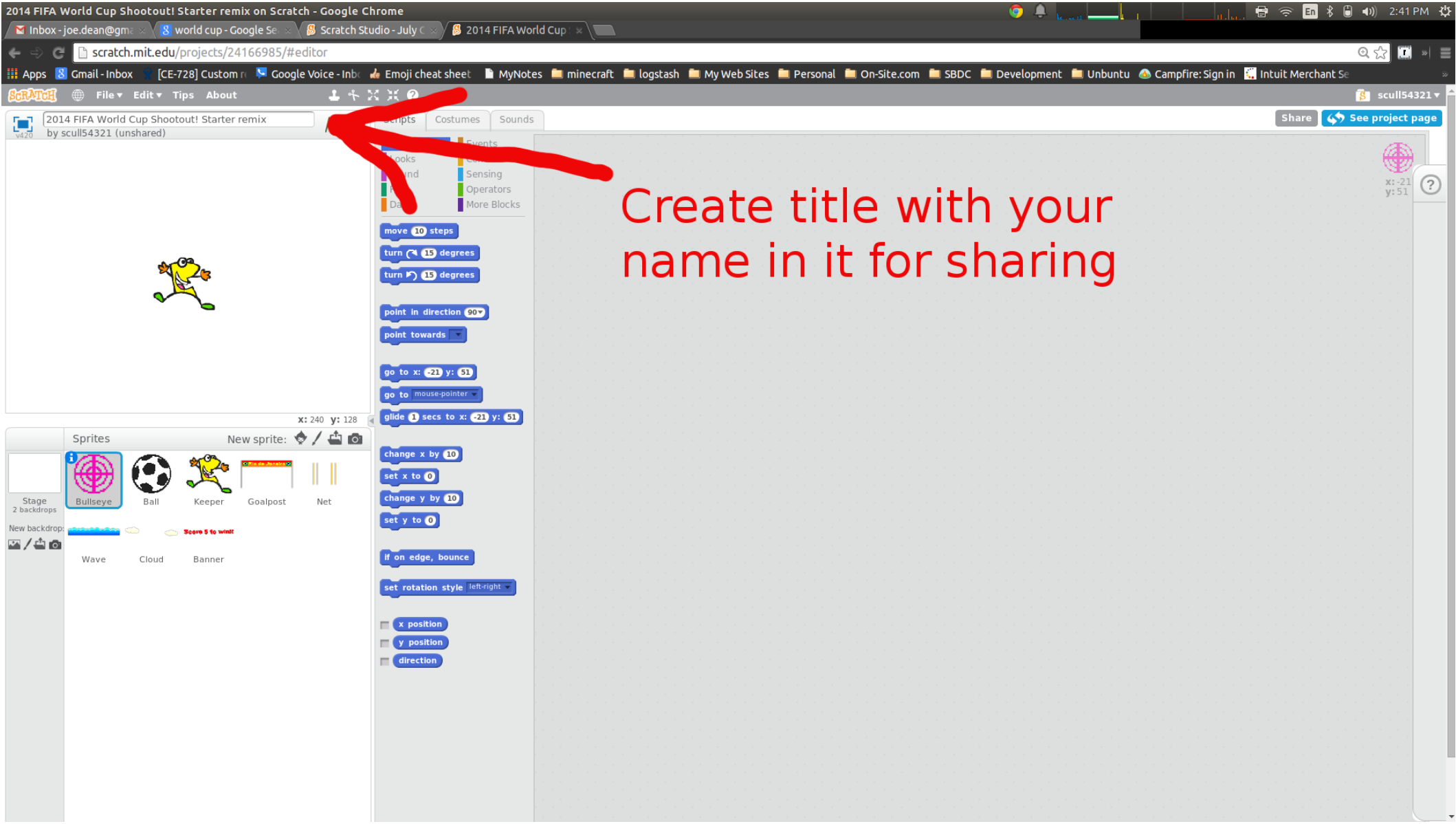
by joeddean
v420
Scripts
Costumes
Sounds
Remix
See project page
Save a copy of this project and add your own ideas.
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -21 y: 51
go to mouse-pointer
glide 1 secs to x: -21 y: 51
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
x: -21
y: 51
x: 240 y: 180
Sprites
New sprite:
Stage
2 backdrops
Bullseye
Ball
Keeper
Goalpost
Net
New backdrop:
Wave
Cloud
Banner
Score 5 to win!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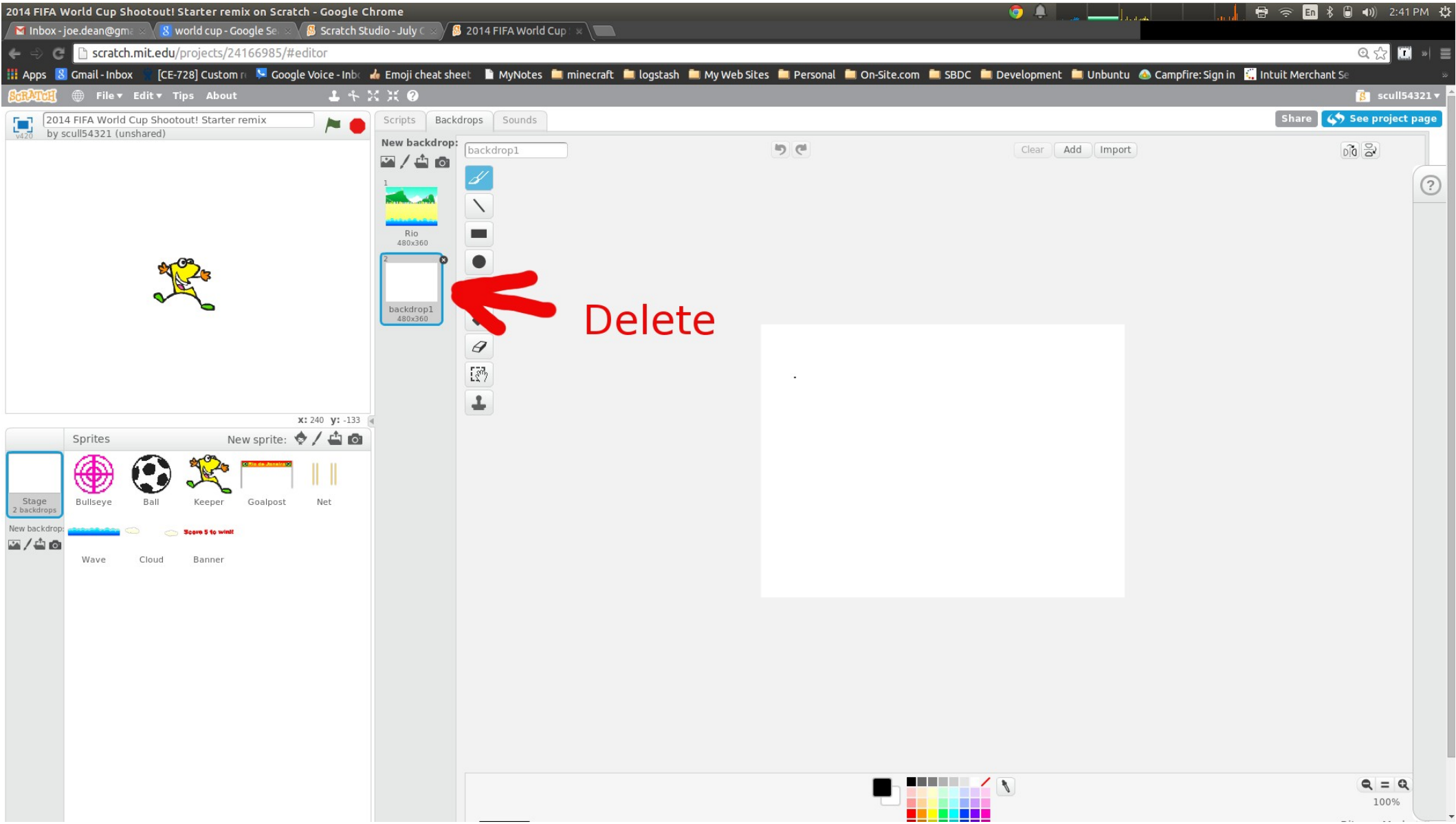
Scripts
Costumes
Sounds
Share
See project page
Events
Looks
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -21 y: 51
go to mouse-pointer
glide 1 secs to x: -21 y: 51
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
direction
x: 240 y: 128
Sprites
New sprite:
Stage
2 backdrops
Bullseye
Ball
Keeper
Goalpost
Net
New backdrop:
Wave
Cloud
Banner
Score 5 to win!
Create title with your
name in it for sharing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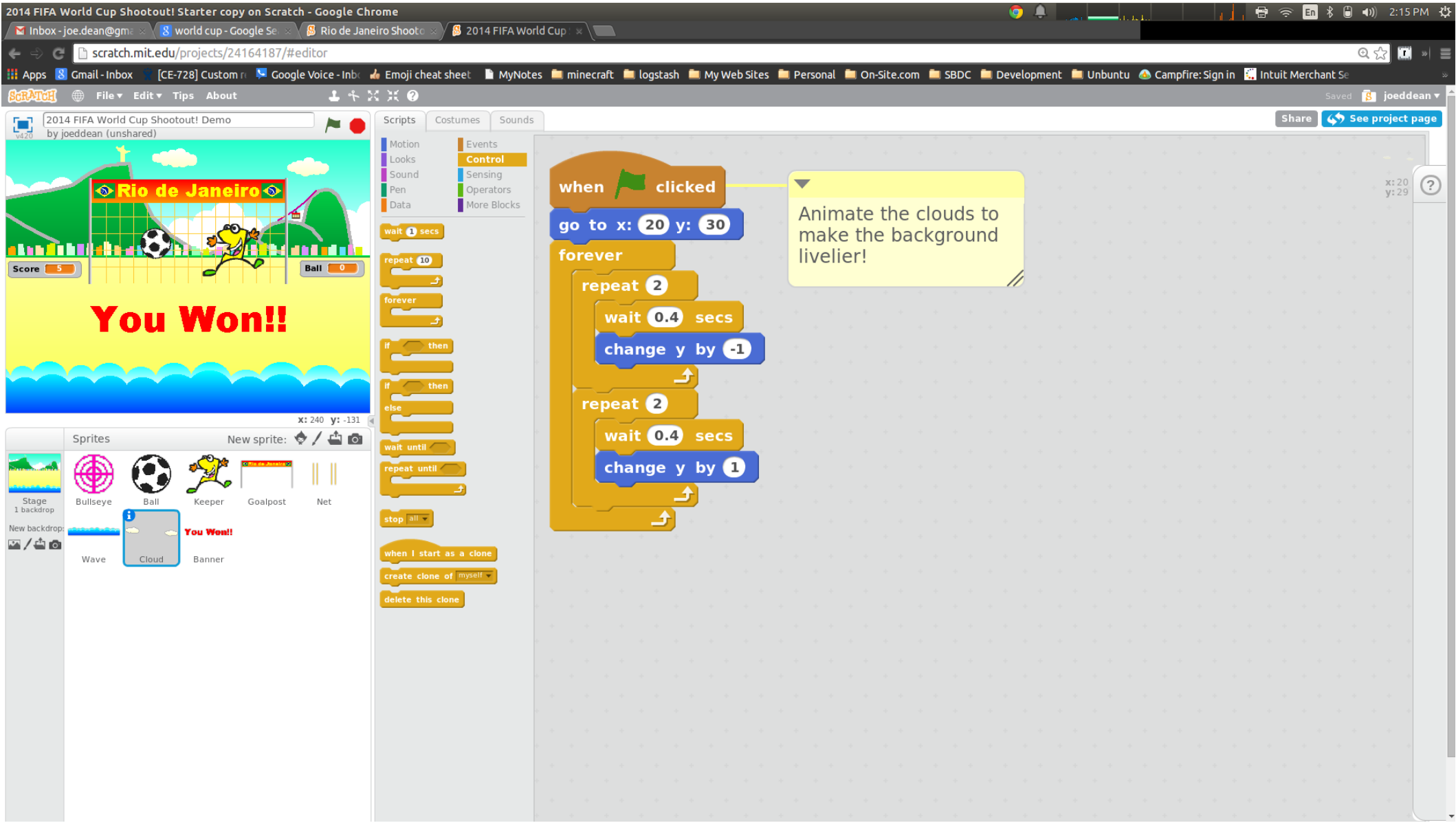
Scripts
Backdrops
Sounds
Share
See project page
New backdrop:
backdrop1
Clear
Add
Import
Rio
480x360
backdrop1
480x360
Delete
Sprites
New sprite:
Stage
2 backdrops
Bullseye
Ball
Keeper
Goalpost
Net
Wave
Cloud
Banner
x: 240 y: -133
100%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Score 5
Ball 0
You Won!!
Scripts
Costumes
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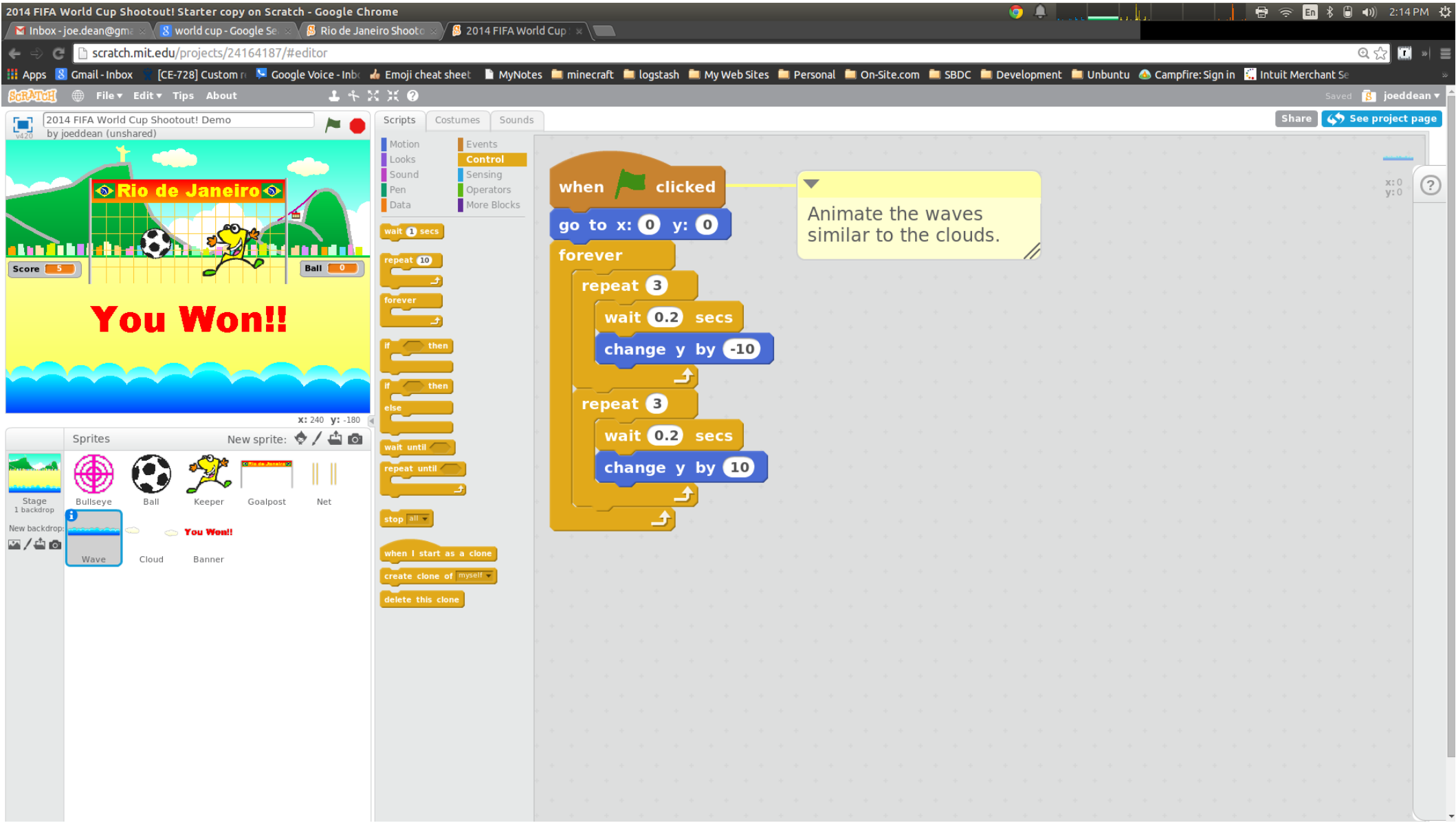
Share
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
when clicked
go to x: 20 y: 30
forever
repeat 2
wait 0.4 secs
change y by -1
repeat 2
wait 0.4 secs
change y by 1
Animate the clouds to make the background livelier!
Sprites
New sprite:
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
Net
Wave
Cloud
Banner
when I start as a clone
create clone of myself
delete this clone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Ball 0
You Won!!
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Share
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
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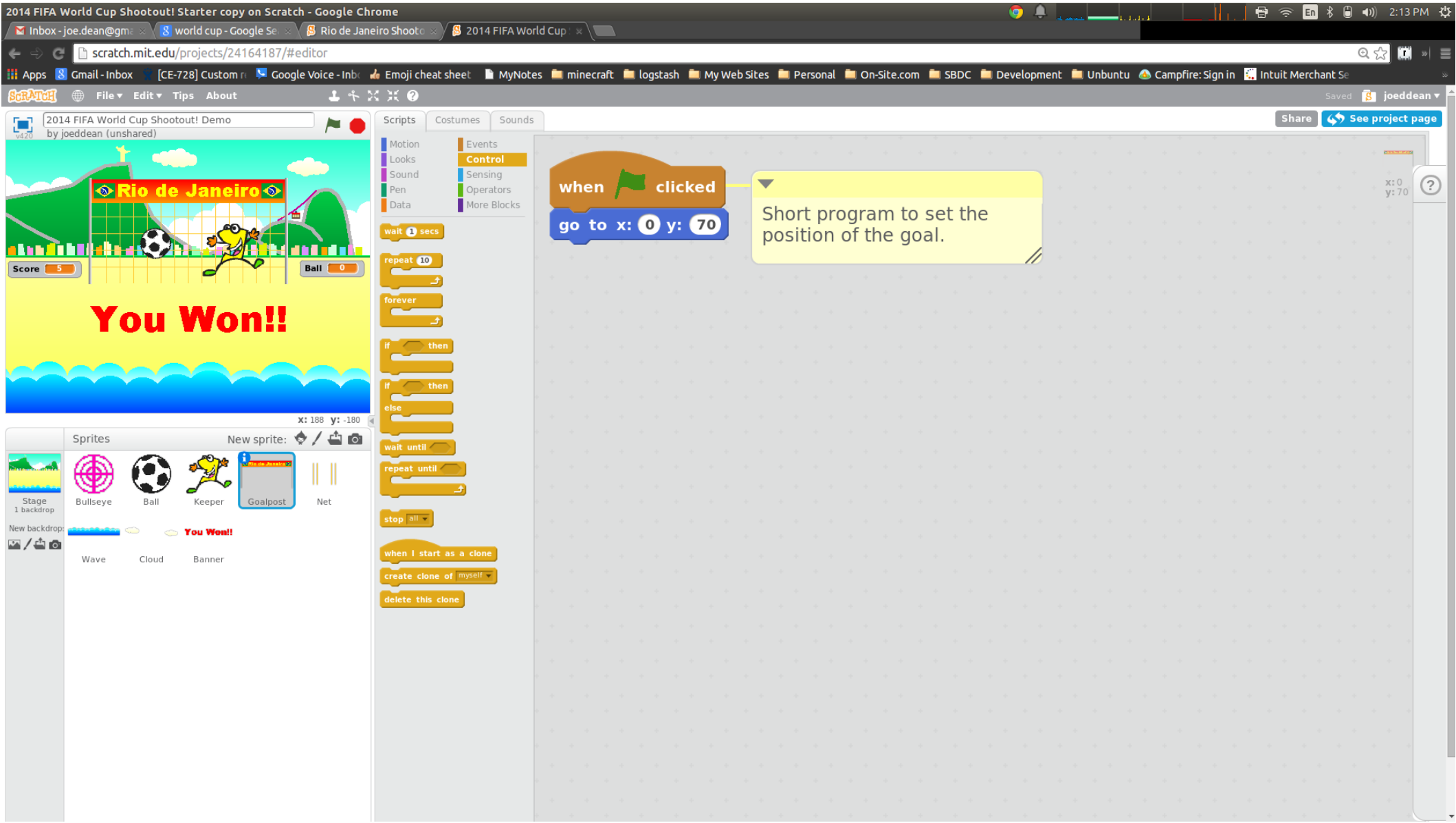
Operators
More Blocks
when clicked
go to x: 0 y: 0
forever
repeat 3
wait 0.2 secs
change y by -10
repeat 3
wait 0.2 secs
change y by 10
Animate the waves similar to the clouds.
Sprites
New sprite:
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
Net
Wave
Cloud
Banner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Score 5
Ball 0
You Won!!
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Share
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Motion
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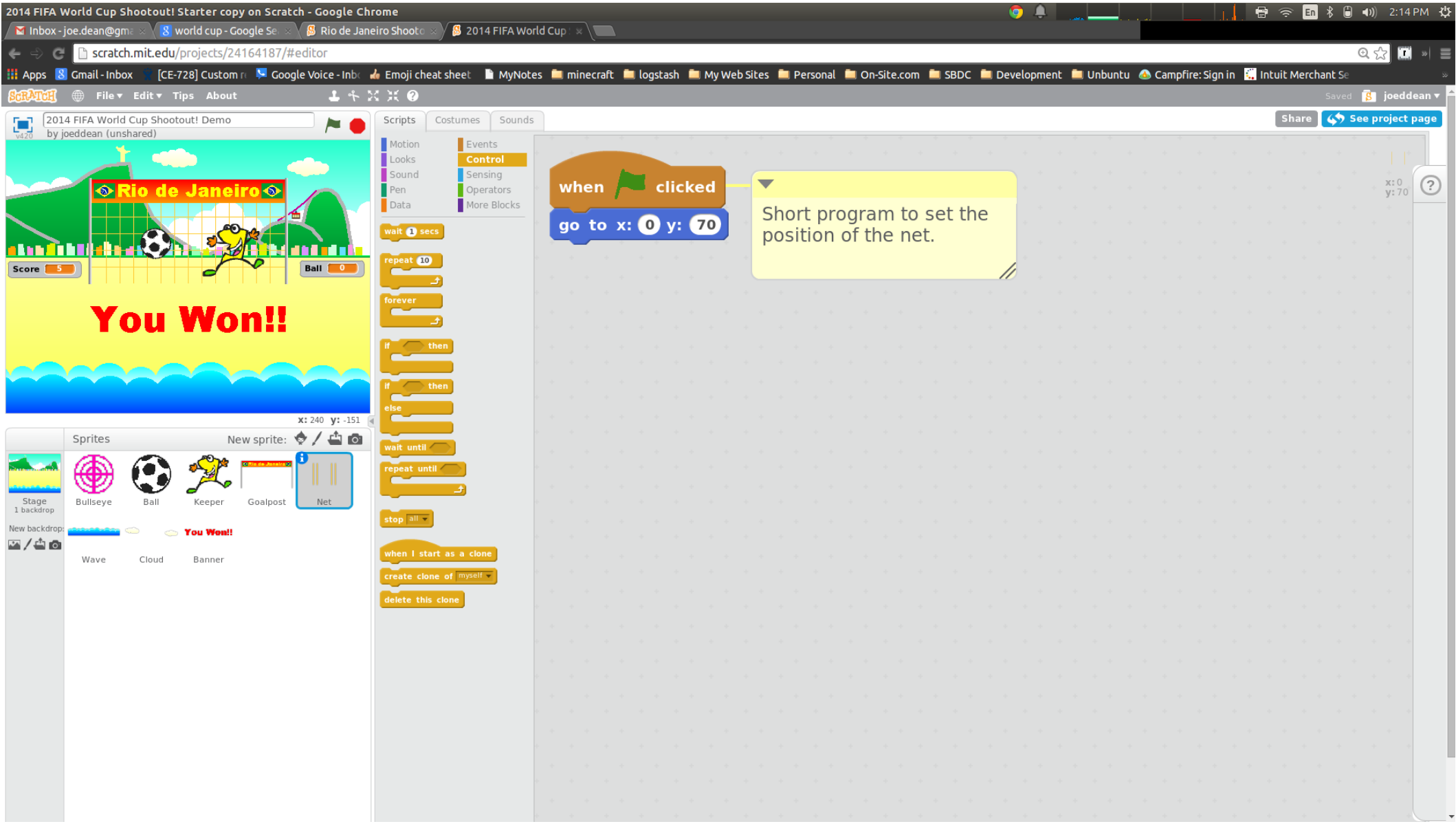
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
wait 1 secs
repeat 10
forever
if then
if then
else
wait until
repeat until
stop all
when I start as a clone
create clone of myself
delete this clone
when clicked
go to x: 0 y: 70
Short program to set the position of the goal.
Sprites
New sprite:
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
Net
Wave
Cloud
Banner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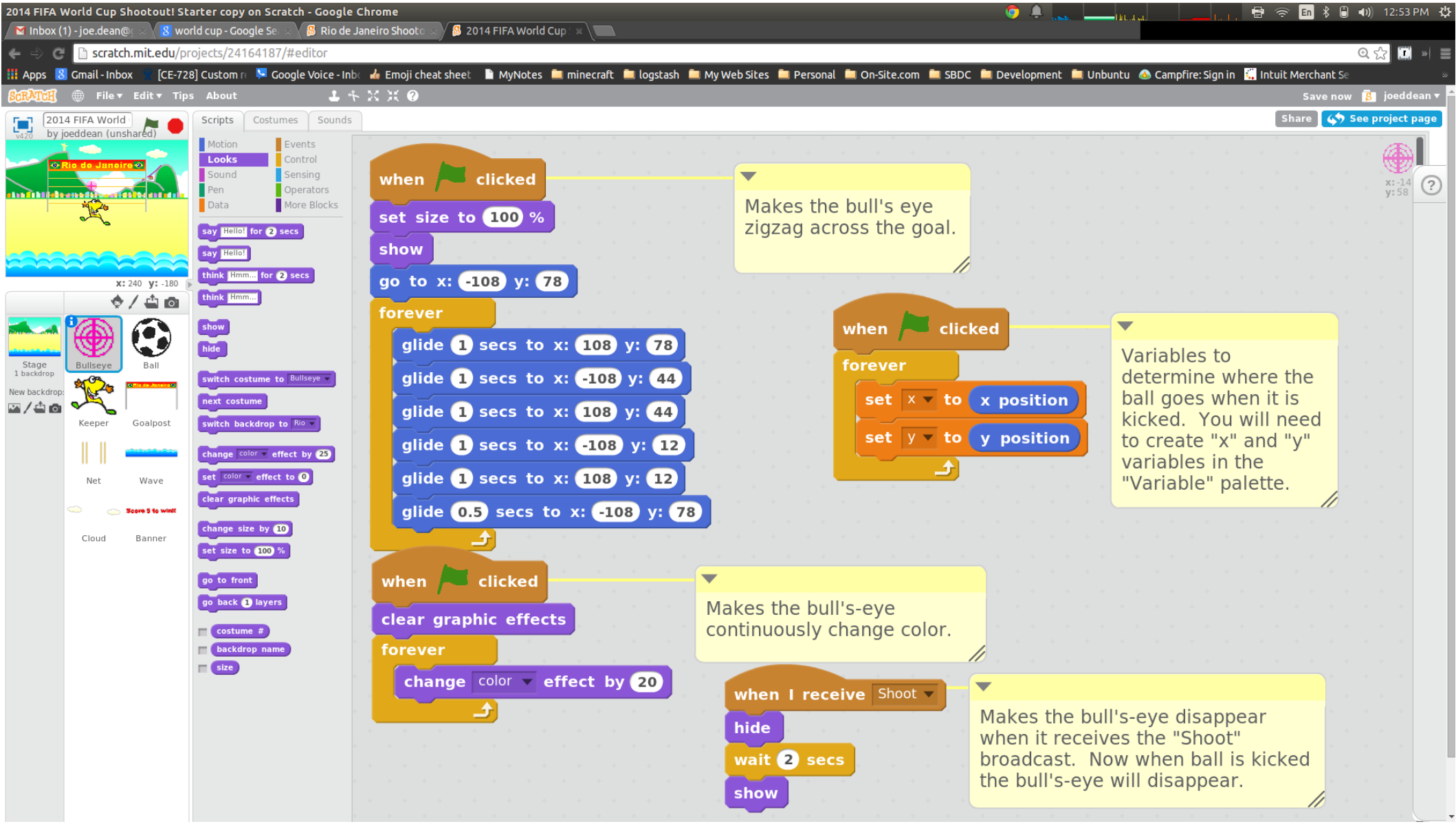
wait 1 secs
repeat 10
forever
if then
if then
else
wait until
repeat until
stop all
when I start as a clone
create clone of myself
delete this clone
when clicked
go to x: 0 y: 70
Short program to set the position of the net.
Sprites
New sprite:
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
Net
New backdrop:
Wave
Cloud
Banner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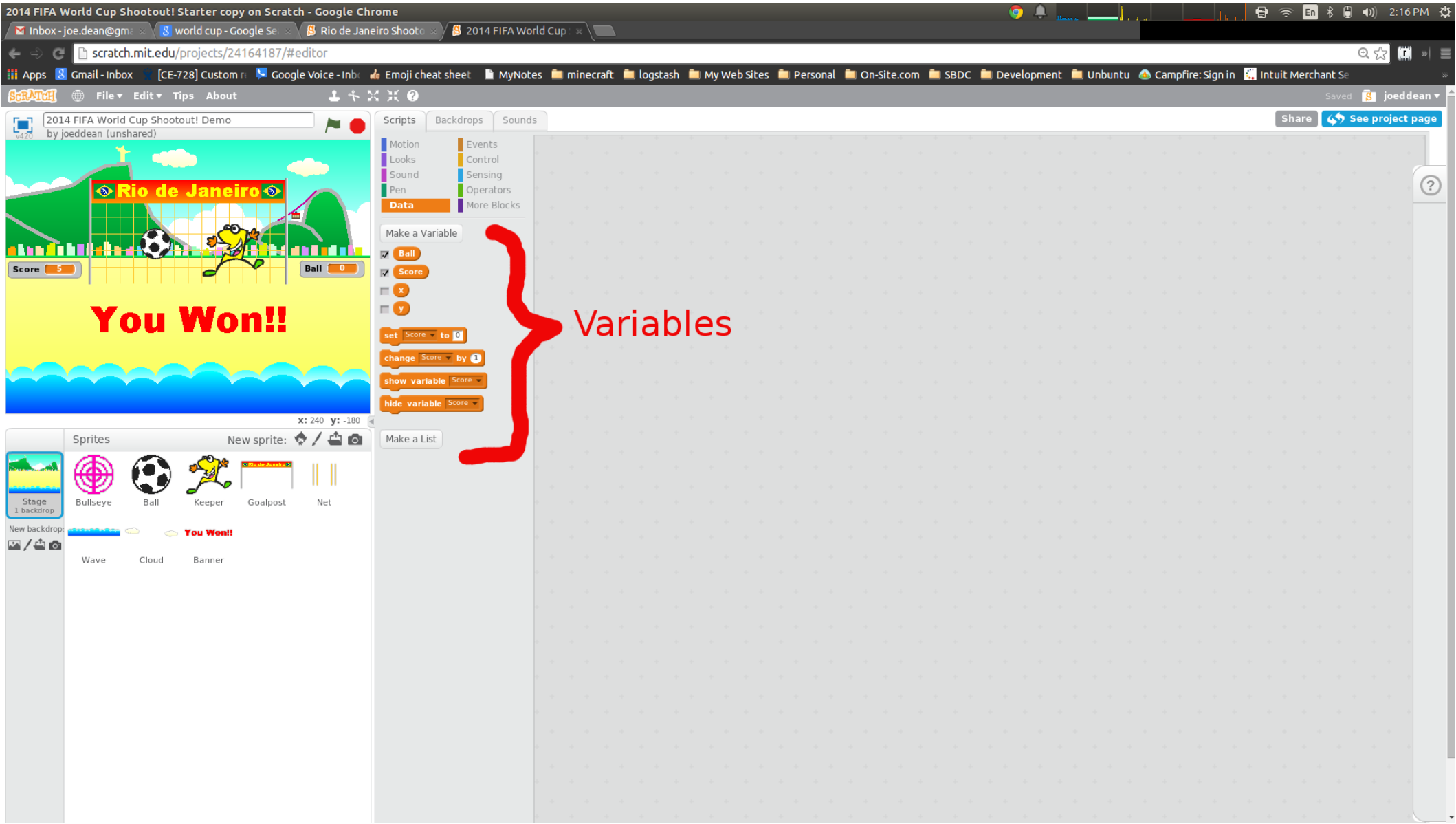
Scripts
Costumes
Sounds
when clicked
set size to 100 %
show
go to x: -108 y: 78
forever
glide 1 secs to x: 108 y: 78
glide 1 secs to x: -108 y: 44
glide 1 secs to x: 108 y: 44
glide 1 secs to x: -108 y: 12
glide 1 secs to x: 108 y: 12
glide 0.5 secs to x: -108 y: 78
Makes the bull's eye zigzag across the goal.
when clicked
forever
set x to x position
set y to y position
Variables to determine where the ball goes when it is kicked. You will need to create "x" and "y" variables in the "Variable" palette.
when clicked
clear graphic effects
forever
change color effect by 20
Makes the bull's-eye continuously change color.
when I receive Shoot
hide
wait 2 secs
show
Makes the bull's-eye disappear when it receives the "Shoot" broadcast. Now when ball is kicked the bull's-eye will disappear.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Rio de Janeiro
Score 5
Ball 0
You Won!!
x: 240 y: -180
Sprites
New sprite:
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
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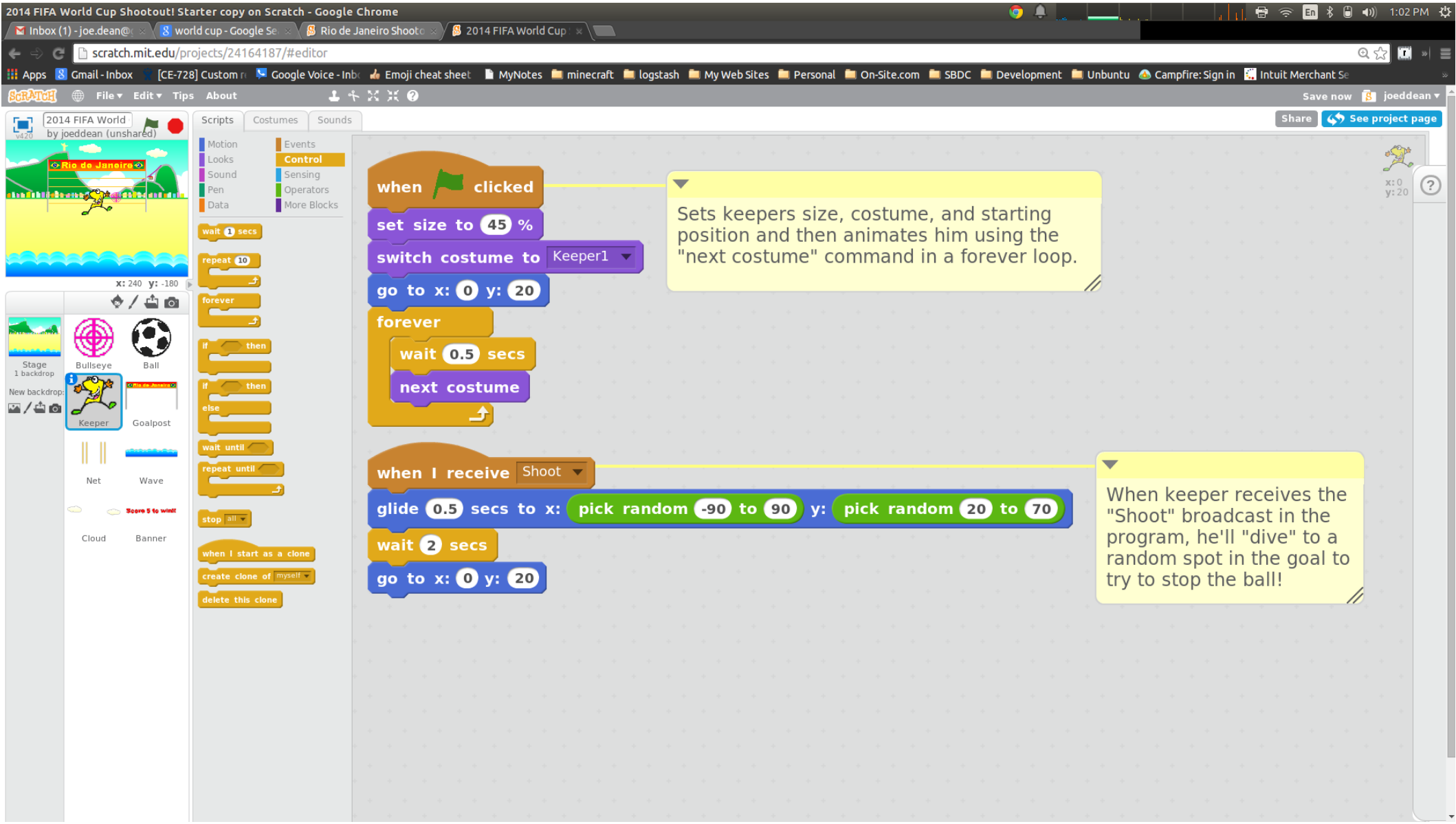
Make a Variable
Ball
Score
x
y
set Score to 0
change Score by 1
show variable Score
hide variable Score
Make a List
Variables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by joeddean (unshared)
Share
See project page
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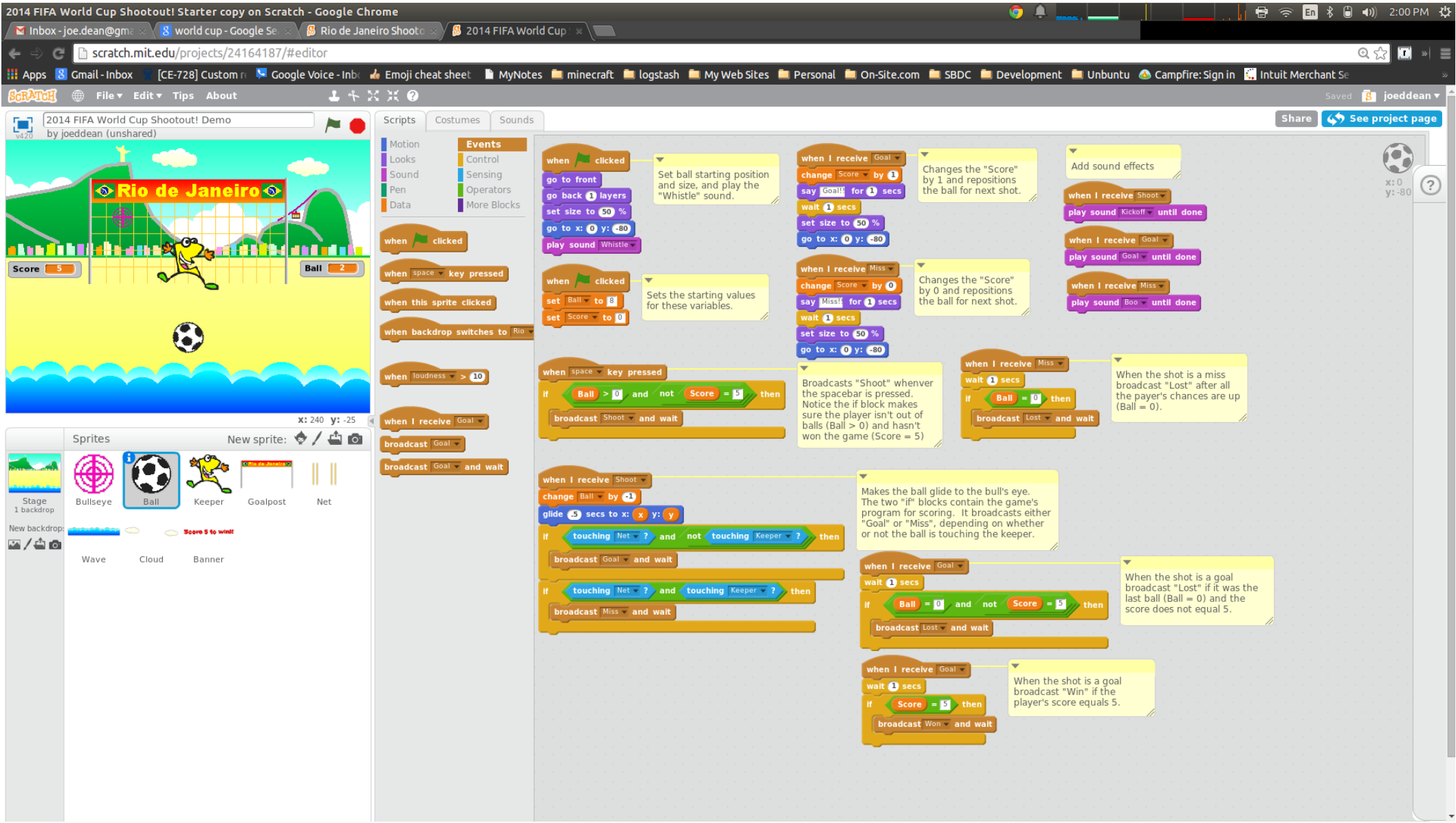
More Blocks
when clicked
set size to 45 %
switch costume to Keeper1
go to x: 0 y: 20
forever
wait 0.5 secs
next costume
Sets keepers size, costume, and starting position and then animates him using the "next costume" command in a forever loop.
when I receive Shoot
glide 0.5 secs to x: pick random -90 to 90 y: pick random 20 to 70
wait 2 secs
go to x: 0 y: 20
When keeper receives the "Shoot" broadcast in the program, he'll "dive" to a random spot in the goal to try to stop the ball!
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
Net
Wave
Cloud
Banner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Ball 2
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Sprites
New sprite:
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
Net
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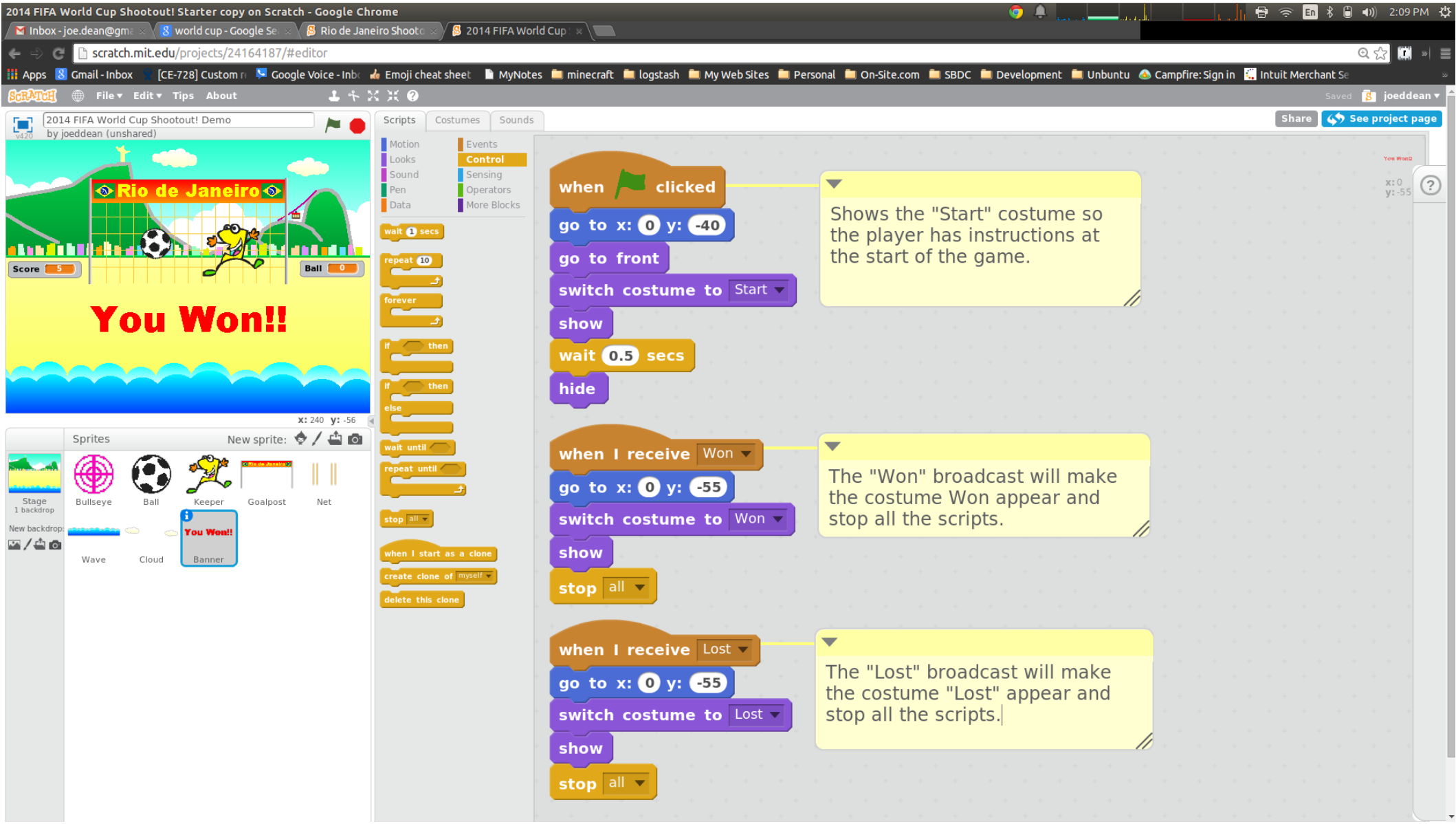
Banner
when clicked
go to front
go back 1 layers
set size to 50 %
go to x: 0 y: -80
play sound Whistle
Set ball starting position and size, and play the "Whistle" sound.
when I receive Goal
change Score by 1
say Goal! for 1 secs
wait 1 secs
set size to 50 %
go to x: 0 y: -80
Changes the "Score" by 1 and repositions the ball for next shot.
Add sound effects
when I receive Shoot
play sound Kickoff until done
when I receive Goal
play sound Goal until done
when I receive Miss
play sound Boo until done
when clicked
set Ball to 8
set Score to 0
Sets the starting values for these variables.
when I receive Miss
change Score by 0
say Miss! for 1 secs
wait 1 secs
set size to 50 %
go to x: 0 y: -80
Changes the "Score" by 0 and repositions the ball for next shot.
when space key pressed
if Ball > 0 and not Score = 5 then
broadcast Shoot and wait
Broadcasts "Shoot" whenver the spacebar is pressed. Notice the if block makes sure the player isn't out of balls (Ball > 0) and hasn't won the game (Score = 5)
when I receive Miss
wait 1 secs
if Ball = 0 then
broadcast Lost and wait
When the shot is a miss broadcast "Lost" after all the payer's chances are up (Ball = 0).
when I receive Shoot
change Ball by -1
glide .5 secs to x: x y: y
if touching Net ? and not touching Keeper ? then
broadcast Goal and wait
if touching Net ? and touching Keeper ? then
broadcast Miss and wait
Makes the ball glide to the bull's eye. The two "if" blocks contain the game's program for scoring. It broadcasts either "Goal" or "Miss", depending on whether or not the ball is touching the keeper.
when I receive Goal
wait 1 secs
if Ball = 0 and not Score = 5 then
broadcast Lost and wait
When the shot is a goal broadcast "Lost" if it was the last ball (Ball = 0) and the score does not equal 5.
when I receive Goal
wait 1 secs
if Score = 5 then
broadcast Won and wait
When the shot is a goal broadcast "Win" if the player's score equals 5.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Sensing
Operators
More Blocks
when clicked
go to x: 0 y: -40
go to front
switch costume to Start
show
wait 0.5 secs
hide
Shows the "Start" costume so the player has instructions at the start of the game.
when I receive Won
go to x: 0 y: -55
switch costume to Won
show
stop all
The "Won" broadcast will make the costume Won appear and stop all the scripts.
when I receive Lost
go to x: 0 y: -55
switch costume to Lost
show
stop all
The "Lost" broadcast will make the costume "Lost" appear and stop all the scripts.
Sprites
New sprite:
Stage
1 backdrop
Bullseye
Ball
Keeper
Goalpost
Net
Wave
Cloud
Banner

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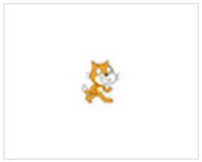

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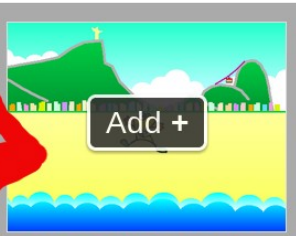

Johnny - 2014 FIFA W...

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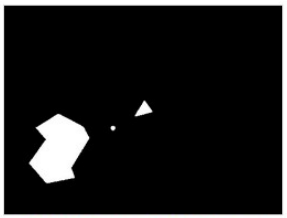

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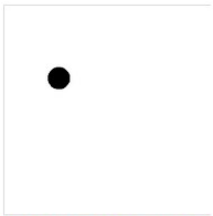
This game is IMPOSSI...

Death by helecopter



virtual bouncy ball