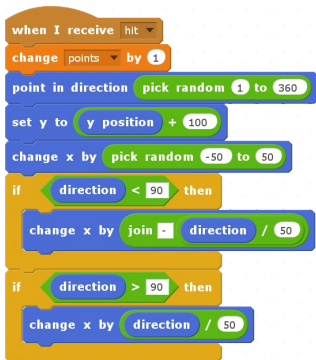


Programming



Yuhuiiii, we hit the can. This gives us 1 point.

The can hops when it gets hit.

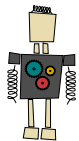


When receiving GameOver message, the game is finished

Next steps

- Change points or speed
- Let the wizard move around
- Sometimes the can is small and sometimes big

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Coderdojo Zürich, Ale Rimoldi,
Gian-Maria Daffré.



CoderDojo
Zürich

Shooting cans

Try to shoot down the cans with a lightning as many times as possible



Programming



When the lightning misses the target, it goes back to the wizard



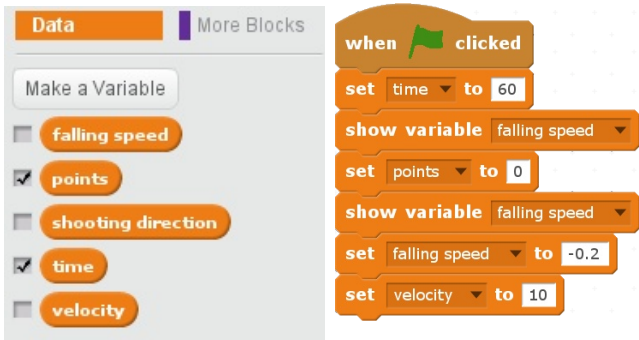
After receiving GameOver message, the game is finished



Next steps

- The wizard jumps up when the can is hit
- The wizard says "hit"
- The lightning changes to fire when it hits the can
- A music plays or an explosion is heard

When clicking on the green flag, we set the time, velocity, points and much more



The image shows two parts of a Scratch script. On the left is the 'Data' monitor, which lists several variables: 'falling speed', 'points', 'shooting direction', 'time', and 'velocity'. The 'points', 'time', and 'velocity' variables are checked. On the right is a script starting with a 'when green flag clicked' block, followed by a sequence of 'set' blocks: 'set time to 60', 'set points to 0', 'set falling speed to -0.2', and 'set velocity to 10'. There are also two 'show variable' blocks for 'falling speed'.

Then we set the countdown clock that goes from 60,59,58,57...to 0 (Game Over)



The image shows a Scratch script for a countdown. It starts with a 'repeat' block set to 60 iterations. Inside the loop is a 'wait 1 secs' block followed by a 'change time by -1' block. After the loop, there is a 'broadcast' block with the message 'GameOver'.

Shooting cans

Aim at the can. Click the mouse button to shoot a lightning at the can

When you hit the can, then you receive one point.

Within 60 seconds hit as many cans as possible.

Preparations

You will need for the game:

- a can,
- something to aim with,
- a wizard and a lightning
- and a cool background.

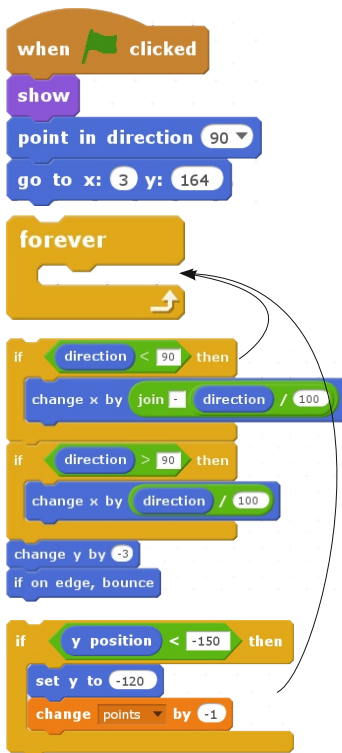


Pick the sprites from the library or draw them yourself.



Programming

First show the can on the screen



The can bounces around. Over and over again.

Hahaha, 1 point less when the can hits the floor

Programming



when  clicked

show

forever

go to mouse-pointer



The targeting scope follows the mouse pointer

Here we go!



Click on the green flag and the targeting scope will follow the mouse pointer in all directions.

Programming



when this sprite clicked

broadcast shooting

when I receive GameOver

hide

stop other scripts in sprite

When the game is over, everything stops



Programming

when  clicked

hide

go to x: -200 y: -144

go to front

show

We are putting the wizard in the corner of the screen



Programming

when I receive shooting

show

go to x: 200 y: -156

point towards mouse-pointer

set shooting direction to direction

The lightning starts at wizard's position and moves towards pointer

When we miss the can, the lightning moves to the edge.
When the lightning hits the can, we send a message.

