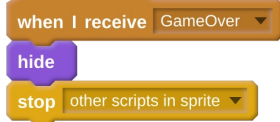


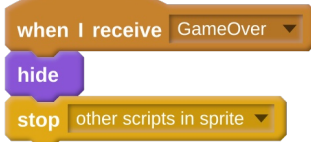
## Programming



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



The can hops when it gets hit.

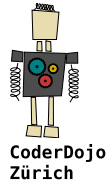


On GameOver, stop bouncing around.

## Next steps

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

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## Programming



After receiving the Game Over message, the game is finished.

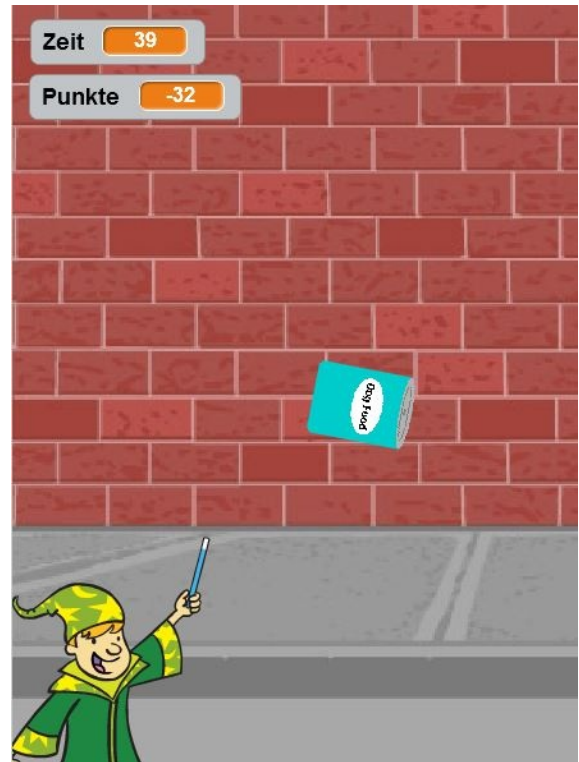


## Next steps

- 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.

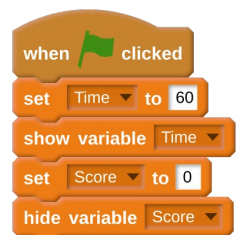
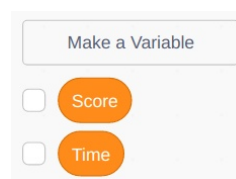
# Hit the can

Try to hit the can with a lightning as many times as possible.



## Programming

When clicking on the green flag, we reset the score and time.



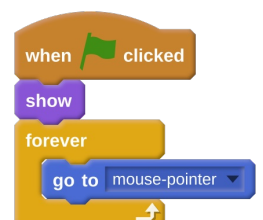
Then we start the countdown clock that goes from 60, 59, 58 down to 0.



## Programming



The targeting scope follows the mouse pointer.



# Hit the can




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 the can as many times as possible.

## Preparations

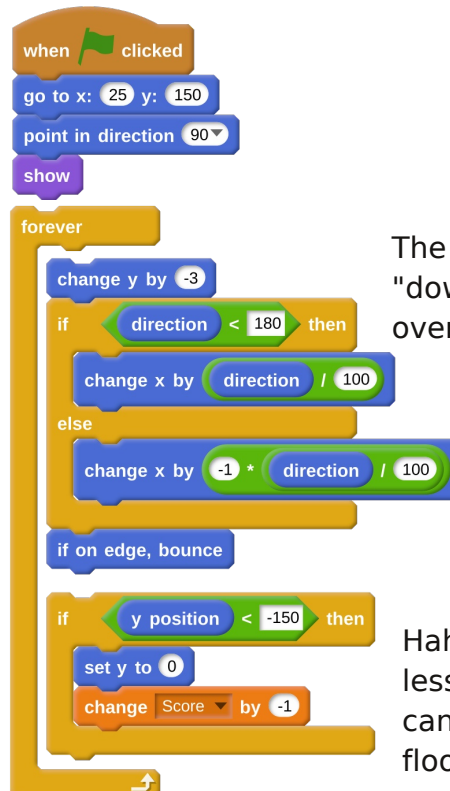
You will need for the game:

- 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



The can bounces "down". Over and over again.

Hahaha, 1 point less when the can hits the floor.

## Here we go!



Click on the green flag and the targetting scope will follow the mouse pointer.

## Programming



When this sprite clicked

broadcast shooting

When I receive Game Over

hide

stop other scripts in sprite

Trigger the shot when the mouse is clicked. When the game is over, everything stops.

## Programming



when clicked

set size to 80 %

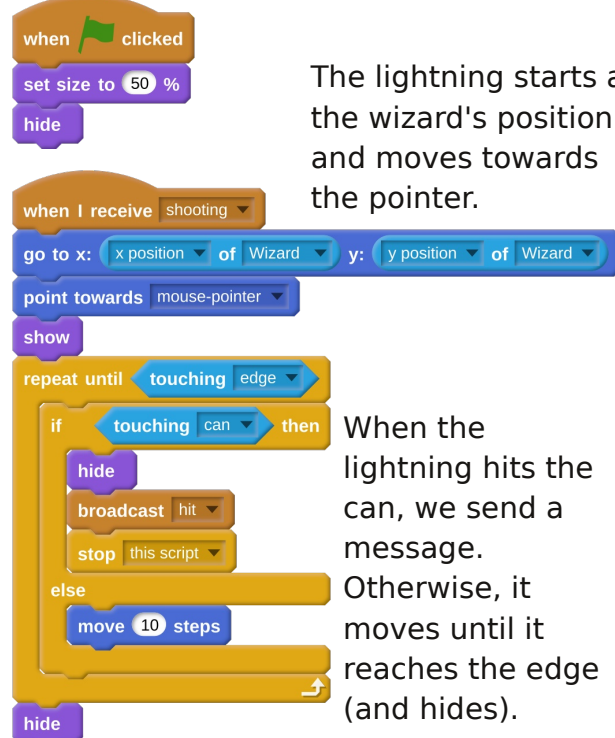
go to x: -180 y: -100

We are putting the wizard in the corner of the screen



## Programming

To make things "easier", make sure that the Lightning points to the right size, by turning it in the costumes editor.



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

When the lightning hits the can, we send a message. Otherwise, it moves until it reaches the edge (and hides).