Programming

Dog Food

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

The can hops when it gets hit.

```
when I receive hit change points by 1

point in direction pick random 1 to 360

set y to y position + 100

change x by pick random -50 to 50

if direction < 90 then

change x by -1 * direction / 90

else

change x by direction / 90
```

```
when I receive GameOver

hide

stop other scripts in sprite
```

On GameOver, 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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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.

```
go to x: x position ▼ of Wizard ▼ y: y position ▼ of Wizard ▼ point in direction 0 ▼
```

After receiving GameOver message, the game is finished.

```
when I receive GameOver 
hide

stop other scripts in sprite 

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.

```
Make a Variable

falling speed

points

shooting direction

time

velocity
```

```
when clicked

set time to 60

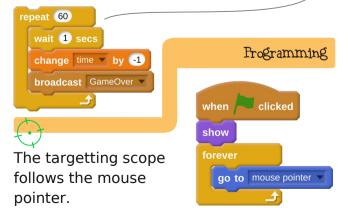
show variable time 

set points to 0

set falling speed to -0.2

set velocity to 10
```

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



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.



First show the can on the screen

```
clicked
when
show
point in direction 90
                                 The can bounces
go to x: 3 y: 164
                                 around. Over and
                                 over again.
          direction < 90 then
      change x by (-1 * (
                      direction / 100
          direction < 90 > then
      change x by
                 direction / 100
    change y by -3
    if on edge, bounce
                               Hahaha, 1 point
          y position < -150 then
                               less when the can
      set y to (-120)
                               hits the floor
      change points ▼ by -1
```

Here we go!



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

Programming



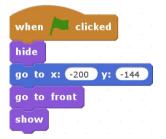
```
When this sprite clicked broadcast shooting ▼
```



When the game is over, everything stops.

Programming





We are putting the wizard in the corner of the screen

```
when I receive shooting very show to a shooting direction very shooting direction very to direction.
```

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

```
if touching can then

broadcast hit whide can, the lightning moves to the edge.

When the lightning hits the can, we stop this script send a message.

else move 15 steps
```