Shooting cans

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



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.



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

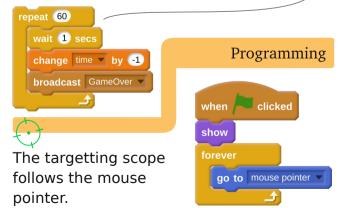
show variable time 

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.



Here we go!



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

Programming



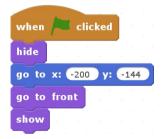
```
When this sprite clicked broadcast shooting ▼
```



When the game is over, everything stops.

Programming





We are putting the wizard in the corner of the screen

```
Programming

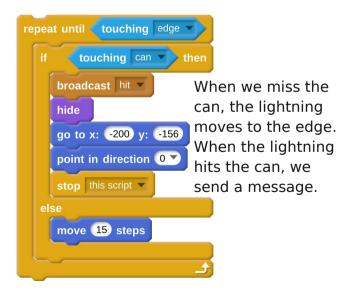
Wenn angeklickt

setze Größe auf 50 %

gehe zu x: x position von Wizard vy: y position von Wizard vkomme nach vorn

zeige dich
```

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



Programming



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

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

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.



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
```

Programming



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

The can hops when it gets hit.

```
When I receive hit v
change points v 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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