Fish Chomp - Scratch 1.4

This resource has been simplified for users of Scratch 1.4. It is assumed that users have a basic knowledge of the Scratch Screen.

Activity

- 1 Open Scratch and save the project
- Open Stage and import the background underwater

Delete the original stage

Scratch

Save as Fish_chomp



3 Insert a new sprite from the sprite list.



Choose a new sprite from file. Import new costume sprites fish_1a and fish_1b

Rename these sprites HungryFish and SatisfiedFish

It maybe necessary to resize the sprite to fit in the screen. Use the edit control.

Delete the default cat sprite



Allow the fish to follow the mouse pointer.

There are three actions: Control, Operator and Motion. If the distance to the mouse pointer is greater than 10 move towards the mouse pointer.

Test the animation by selecting the Green Flag. Stop the animation select the Red Circle



```
when clicked

forever

if distance to mouse-pointer > 10

point towards mouse-pointer

move 3 steps
```

5 Write a script for the starfish sprite.

The starfish will move 2 steps in a random fashion, if it meets the edge of the screen it will bounce back into play. It will repeat forever!

Test the animation by selecting the green flag.

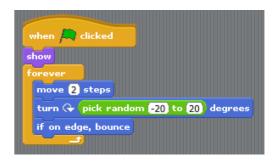
6 What will happen if the hungry fish catches a starfish sprite?

When the hungry fishes catches the starfish, the script will broadcast 'gotme' to another part of the program. It will then hide and show again in another random position.

7 Connect step 5 and 6 together to complete the script.

Sprite 2 in this case is the Hungry Fish

Test the animation



```
broadcast gotmev
hide
wait 3 secs
go to x: pick random = 220 to 220 y: pick random = 170 to 170 show
```

```
when clicked
show
forever
move 2 steps
turn reprint pick random 20 to 20 degrees
if on edge, bounce
if touching Sprite2 p
broadcast gotme bide
wait 3 secs
go to xc pick random 220 to 220 yc pick random 2170 to 170 show
```

8 What happens when the Hungry Fish catches a starfish sprite?

Add this script to the Hungry Fish sprite.

It will be necessary to import a suitable sound for your program from the library.

Test the animation

```
when I receive gotme v

play sound Screech v

repeat 2

switch to costume HungryFish v

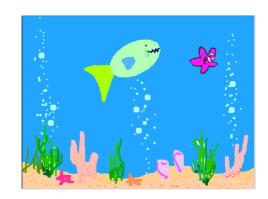
wait (0.5) secs

switch to costume SatisfiedFish v
```

9 Bring it all together! The code is now complete

Test the animation in the project window

Remember to save your completed project.



10 Challenges:

Duplicate the Starfish sprite. Right click on a Sprite and select Duplicate from the menu.

The code from the first sprite will be automatically duplicated for each additional sprite.

