Ball Machine for SCRATCH 1.4 – Designed around the Code Club Fruit Machine Exercise

The game has three sprites that change costume. You have to stop them when they are showing the same picture.

1	Start a new Scratch project, Delete the cat, right click and delete the cat.	
2	Add a new background from Library. Choose 'Forest' and delete the original stage.	
3	Add a new sprite from Library. Choose 'baseball' and rename the sprite 'Sport'. Set it's costume name to 'baseball'.	
4	Select Import and add two costumes 'basketball' and 'beachball' These three costumes are part of the 'Sport' sprite.	

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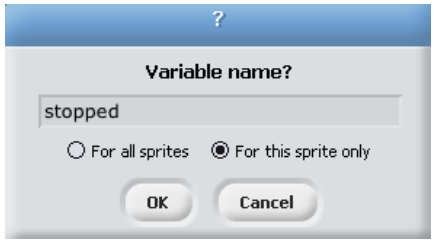
5	Write a script for the 'Sport' sprite. *When the green flag is clicked, repeat forever; change to the next costume, after a period of 0.5 seconds.* These scripts are found in the Control and Looks menus Click on the green flag and adjust the pace of the changing costumes by altering the wait time.	
6	How to stop the script? One way is to create a variable called 'stopped'. From the 'Variables' menu select 'Make a variable'. Make sure the bullet point is selected for this sprite only. Click OK.	
7	Amend the script in Step 5 to include the stopped variable At the start of the game the 'Sport' sprite won't have been clicked therefore the variable will be equal to 'NO'	
8	Now add new script to the Sport sprite to stop the sprite when clicked.	
9	Finally to stop the Sport sprite changing costume. Use the stopped variable and the equal operator block: (It looks tedious but the blocks will snap together) Amend the script in step 7. The 'if' control tests the variable to make sure it has not stopped. Save and test your code.	

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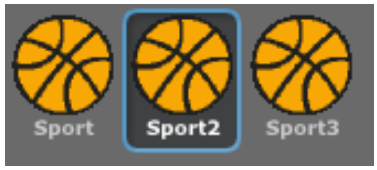
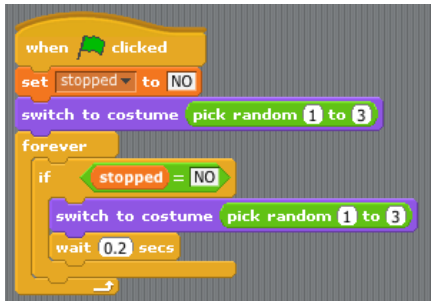
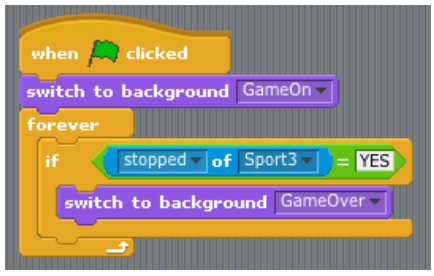
10	Duplicate two more Sport sprites and name them 'Sport2' and 'Sport3'. (Right click the Sport sprite and select duplicate). The script for each sprite will also be duplicated	
11	Click the green flag on the stage and the three sprites should spin through their costumes. Play the game and stop each sprite with the same costume. (The red circle is used to halt all activity on the stage.	
12	To make the Sport sprite start with a random costume. Each costume in a sprite is given a number 1-3. The operator 'pick random' will select a costume within that range. Amend the script in Step 9. Repeat this activity for Sport2 and Sport3 script Save and test your game	
13	Display a message when the game is ready to start and when finished. Select Stage and Backgrounds. Rename first backdrop as 'GameOn', copy and rename second backdrop as 'GameOver'. Edit both backdrops with appropriate text as shown	
14	Edit the Stage script. When green flag started select 'GameOn' backdrop When Sport3 has stopped select 'GameOver' backdrop (Note: The script will only stop after Sport3)	

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15	Modify the script in Step 14 to end the game when all three 'Sport' sprites have been selected. 	Save and run your game Have fun!

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