

This program is a simple form of Guitar Hero (though it's more like DDR in its mechanism). The controls are a, s, d, and f. Once the green flag is clicked, notes start falling towards the guitar neck. When a note is at the guitar neck, press the matching key (it's color-coded). It will play a note. Once you have played a certain number of notes, the program will congratulate you.

I ran into difficulties dealing with clones of objects. Initially, I had planned to create notes at the top of the screen at random points in time and destroy notes when they hit the bottom of the screen, but position detection wasn't obvious at all with multiple of the same object. I couldn't tell how to get the y-position of the specific clone rather than the parent. Maybe I could have used lists, indexed the clones, and made each clone push its y position to the correct index. It's a little hacky and seems a rather bulky solution (then again, we are talking about Scratch). Not sure if there's a better way to do it. The documentation on clones wasn't terribly detailed.

I also didn't do a ton of keeping the notes on a certain rhythm (which for a rhythm game like Guitar Hero/Rock Band/DDR is rather important). So that it didn't get boring, I made each note wait for a random amount of time when it respawned at the top of the screen. Had I wanted to make a real song, I could have programmed something to create new notes at specific intervals instead of using the same note over and over again at random intervals.