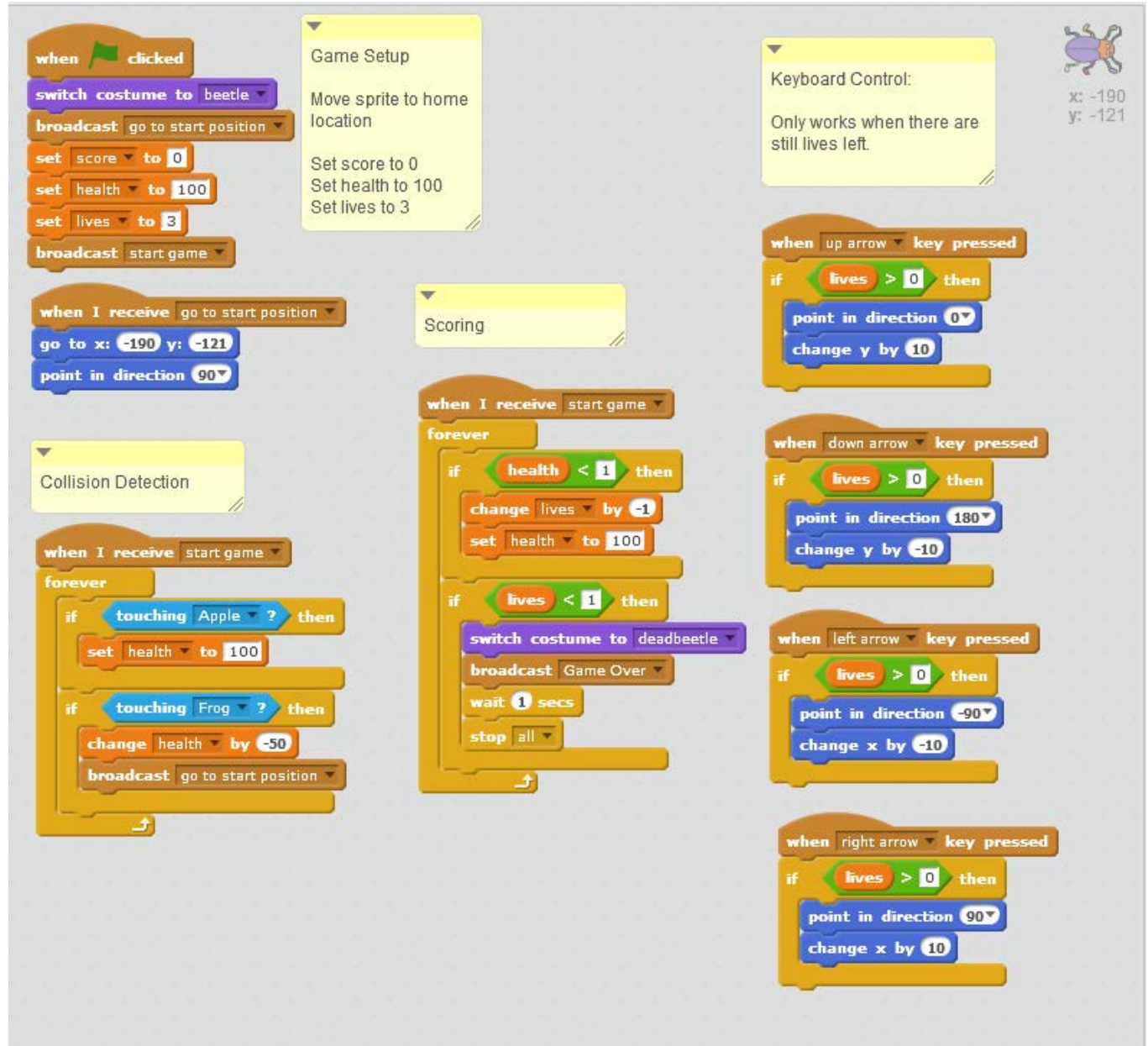


Scratch Game Cheat Sheet

The Beetle Script



The image displays a Scratch script for a beetle game, organized into several functional sections. The script begins with a 'when green flag clicked' event, which triggers a sequence of actions: switching the costume to 'beetle', broadcasting 'go to start position', setting the score to 0, health to 100, and lives to 3, and finally broadcasting 'start game'. A yellow note titled 'Game Setup' explains these initial settings. Following this, a 'when I receive go to start position' event moves the beetle to coordinates (-190, -121) and points it in the 90-degree direction. A 'Collision Detection' section uses a 'forever' loop to check for collisions with 'Apple' and 'Frog' sprites, adjusting health and broadcasting 'go to start position' upon collision. A 'Scoring' section uses another 'forever' loop to check if health is less than 1 (decreasing lives and resetting health) or if lives are less than 1 (switching to 'deadbeetle' costume, broadcasting 'Game Over', waiting 1 second, and stopping all scripts). Keyboard control is implemented with four 'when key pressed' events for the up, down, left, and right arrows, each with an 'if lives > 0' condition to move the beetle in the corresponding direction. A small beetle sprite icon in the top right corner shows its current position at x: -190 and y: -121.

Game Setup

- Move sprite to home location
- Set score to 0
- Set health to 100
- Set lives to 3

Keyboard Control:

Only works when there are still lives left.

Collision Detection

Scoring

Game Logic:

- when green flag clicked**
 - switch costume to beetle
 - broadcast go to start position
 - set score to 0
 - set health to 100
 - set lives to 3
 - broadcast start game
- when I receive go to start position**
 - go to x: -190 y: -121
 - point in direction 90
- when I receive start game**
 - forever loop:**
 - if touching Apple?
 - set health to 100
 - if touching Frog?
 - change health by -50
 - broadcast go to start position
 - forever loop:**
 - if health < 1
 - change lives by -1
 - set health to 100
 - if lives < 1
 - switch costume to deadbeetle
 - broadcast Game Over
 - wait 1 secs
 - stop all
- when up arrow key pressed**
 - if lives > 0
 - point in direction 0
 - change y by 10
- when down arrow key pressed**
 - if lives > 0
 - point in direction 180
 - change y by -10
- when left arrow key pressed**
 - if lives > 0
 - point in direction -90
 - change x by -10
- when right arrow key pressed**
 - if lives > 0
 - point in direction 90
 - change x by 10