



Application of Information and Communication Technology (AICT)

Post Mid Assignment (SCRATCH Project)

Major: BS Computer Science

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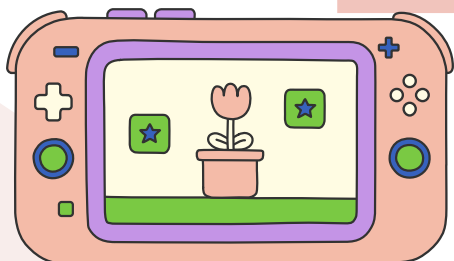
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GAME OVERVIEW



Introduction:

This Scratch game is designed with the theme “Save Nature and Communities.” It teaches the importance of protecting our environment by showing how players can clean garbage, save trees, and take care of nature through fun activities. The game aims to spread a positive message about keeping our planet safe and healthy.



Background:

The idea of this game comes from the need to protect nature from pollution and waste. In real life, garbage harms sea life, plants, and our surroundings. Through this game, players learn that every small effort—like cleaning trash or planting trees—can help make the world a better place for all communities.

Description:

PLAY

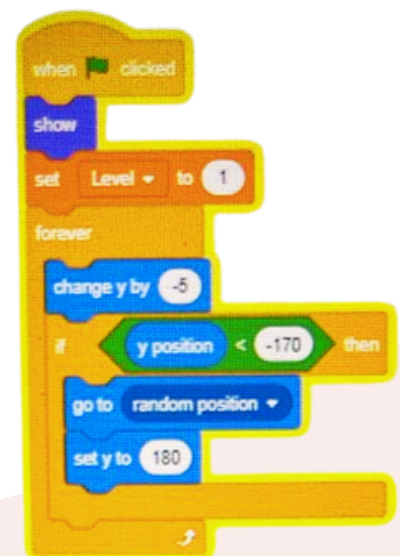
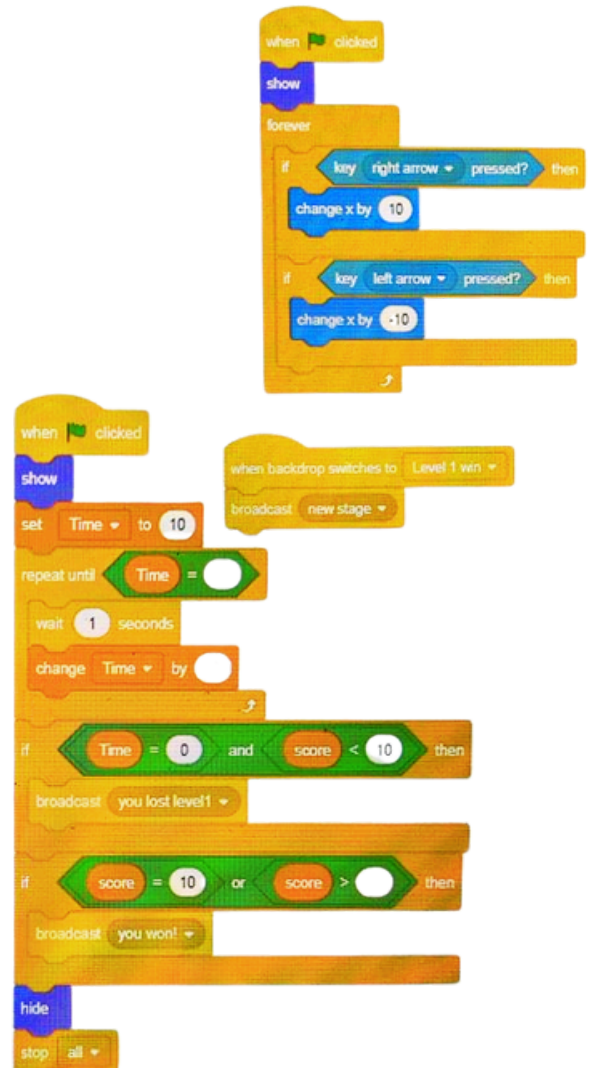
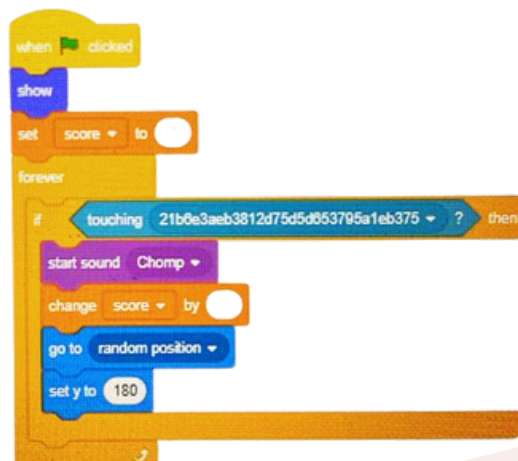
In this game, the player moves through different scenes based on nature — such as the sea, underwater areas, and forests. The main goal is to collect garbage and protect nature by performing environment-friendly actions. As the player completes tasks, the surroundings become cleaner and healthier, showing the positive effect of caring for nature. The graphics, sound, and movement make the game enjoyable while teaching an important lesson about teamwork and community care. The overall design highlights the idea that saving nature means saving life on Earth.

Explanation:

The game consist of three levels. As the levels progress, the game will introduce new changes and become slightly more challenging. The game begin when green flag button is pressed.

LEVEL-1

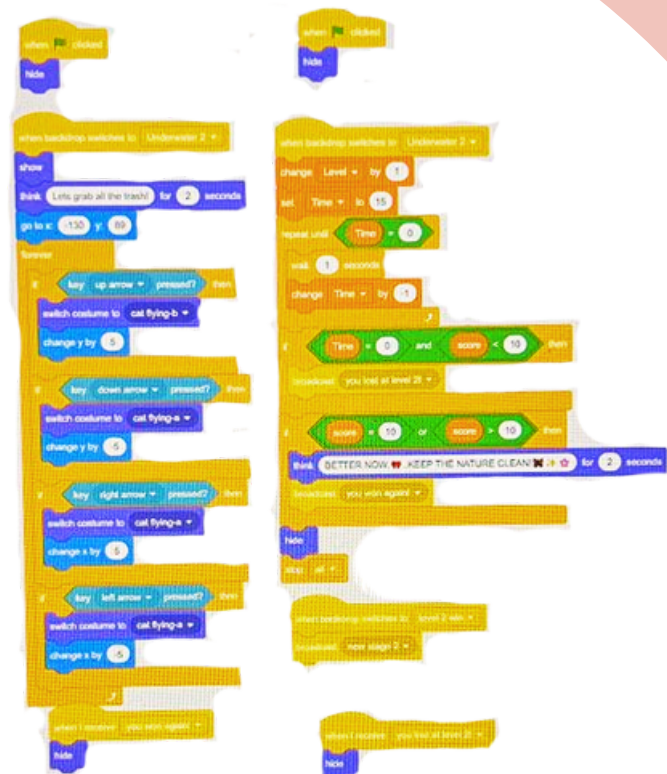
Click green flag button to start. There is a bucket and some garbage wastes as sprites. The wastes coming down from the top and the bucket is trying to catch the wastes by moving left and right on clicking the arrow key buttons. There is a score check block in the following code to check whether you win the level or not. In this game, a timer is running. If the player completes the task within the given time, they win; but if the times runs out, they lose. The background changes if you win or you lose. the code for this game is given along with the picture



Explanation:

LEVEL-2

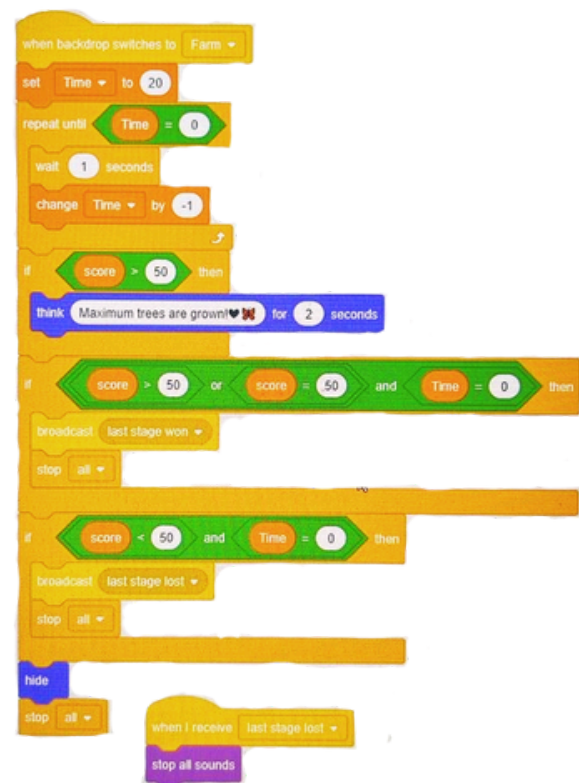
In Level Two, the player has to remove the trash underwater. By moving the sprite up, down, left, and right, the player can collect the waste. The level also includes a timer; if the task is completed within the given time, the player will advance to the next level. Otherwise, they lose and the game will restart.



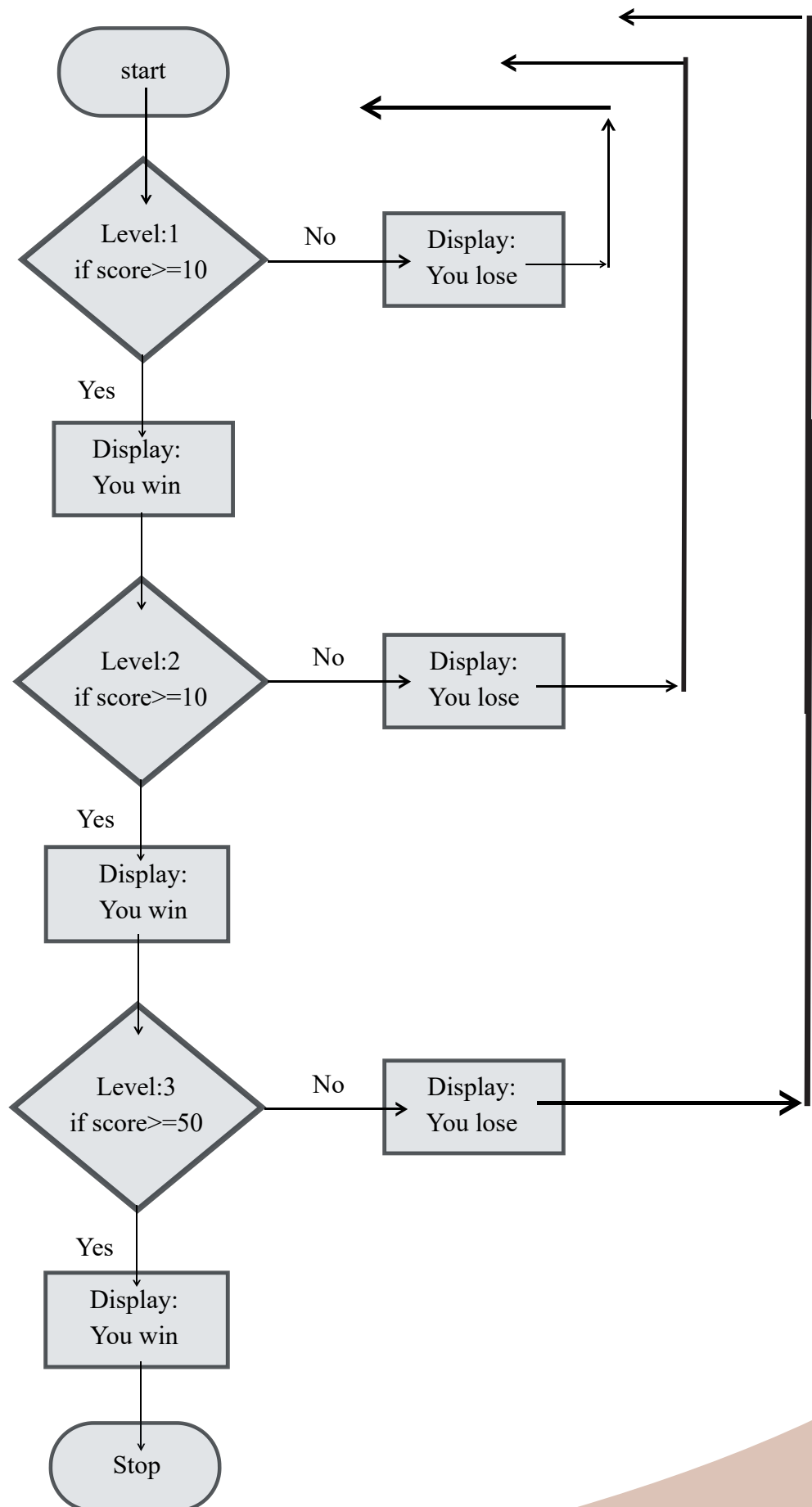
LEVEL-3

In Level 3, the player helps a hardworking farmer who is taking care of trees and flowers. The farmer waters each plant carefully, and with every round of watering, their size starts to increase. The flowers begin at size 15 and slowly grow until they reach 45, while the trees grow even bigger, reaching up to 60. As the plants grow, their size increases five times compared to the start. Each successful watering and growth step gives the player score points, showing how well they are helping the environment.

This level teaches the importance of nurturing nature and shows how small efforts can lead to big, positive changes.



Flowchart:



Conclusion:

In this game, players progress through three engaging levels, each emphasizing the importance of community involvement in maintaining a clean and sustainable environment. At every level, communities actively work to remove garbage and waste from cities and surrounding areas, highlighting the critical role of collective effort in environmental preservation. Additionally, the game introduces tree planting in one of the levels to further enhance urban greenery and promote ecological balance. Overall, the game not only entertains but also educates players about environmental responsibility, sustainable practices, and the positive impact of collaborative action in creating cleaner, healthier communities.

