Task Session (4)

Balloon Task - Adjust Balloon Speed

Objective: Modify a balloon popping game to allow dynamic speed changes.

Instructions:

1. Create the Interface:

- Add a Slider or multiple Buttons labeled "Slow," "Medium," and "Fast."

- Display the current speed setting on the screen using a Label.

2. Adjusting Balloon Speed:

- In the Blocks section, create a variable for balloon speed.

- Change the balloon's movement speed based on the slider position or button selection.

3. Coding Speed Logic:

- Use a timer to adjust the balloon's upward movement based on the selected speed.

- Ensure that faster speeds make the game more challenging.

4. Testing:

- Test with each speed setting to make sure the game responds correctly.

- Make adjustments if the balloons move too quickly or slowly.

5. Components:

- 1 Slider or 3 Buttons (Speed control)

- 1 Label (for speed display)

- Balloons with Timer settings