# A Virtual Pet in Scratch - Student project sheet

1. Create a Function to kill the pet – copy and paste a screenshot of your Pet\_Death script in the box below.
2. Use a Variable and a loop to track Pet\_Hunger – copy and paste a screenshot of your Pet\_Hunger script in the box below
3. Altering Pet\_Hunger – copy and paste a screenshot of your script that alters Pet\_hunger in the box below.
4. Independently use a Variable and a loop – copy and paste a screenshot of your script for Pet\_Tiredness in the box below.
5. Using a list – copy and paste a screenshot of your script that gets the pet to talk to you in the box below
6. Customisation – copy and paste screenshots of any scripts that you have created or customised into the boxes below.

TOTAL - \_\_/20 marks