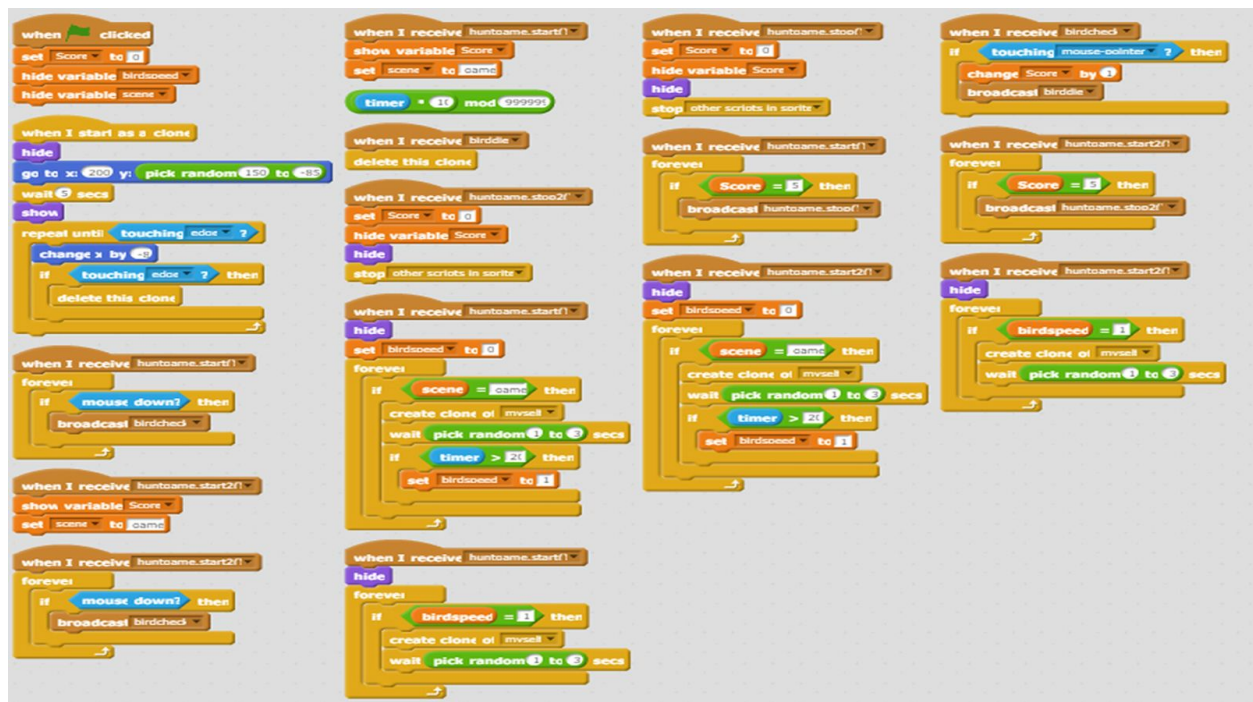


2a For my project, I decided to create an original game using the Scratch platform. Scratch is a programming website that uses the HTML5 programming language, but makes it easier to understand and use. The game, which is titled “Barry’s Bad Day”, is a story in which you must retrieve something that has been stolen from you. Along the way you will play multiple mini games and make different decisions that will affect the locations that the story takes you to. Two examples of the minigames present are one that lets you take control of a jeep and chase after the thief, and another that is similar to the classic game Duck Hunt.

2c



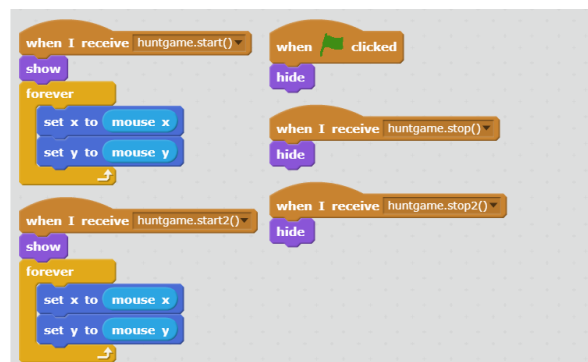
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The code shown here is what makes the targets in one of my minigames move. Once the game is started, the target immediately makes a clone of itself and waits for the timer to hit 20. Once the timer has hit 20, it sets its speed to 1. This works together with the other piece of the code that states that when a clone starts, it will pick a random spot on the screen to appear. The target will move smoothly across the screen until it touches the edge and deletes itself. If the target is clicked on before then however, the third part of the code will broadcast "birdcheck". If the target is touching the mouse at the time this broadcast is executed, one point will be added to the scoreboard. Once the score equals 5, the game will end and reset all of its variables, continuing the story.

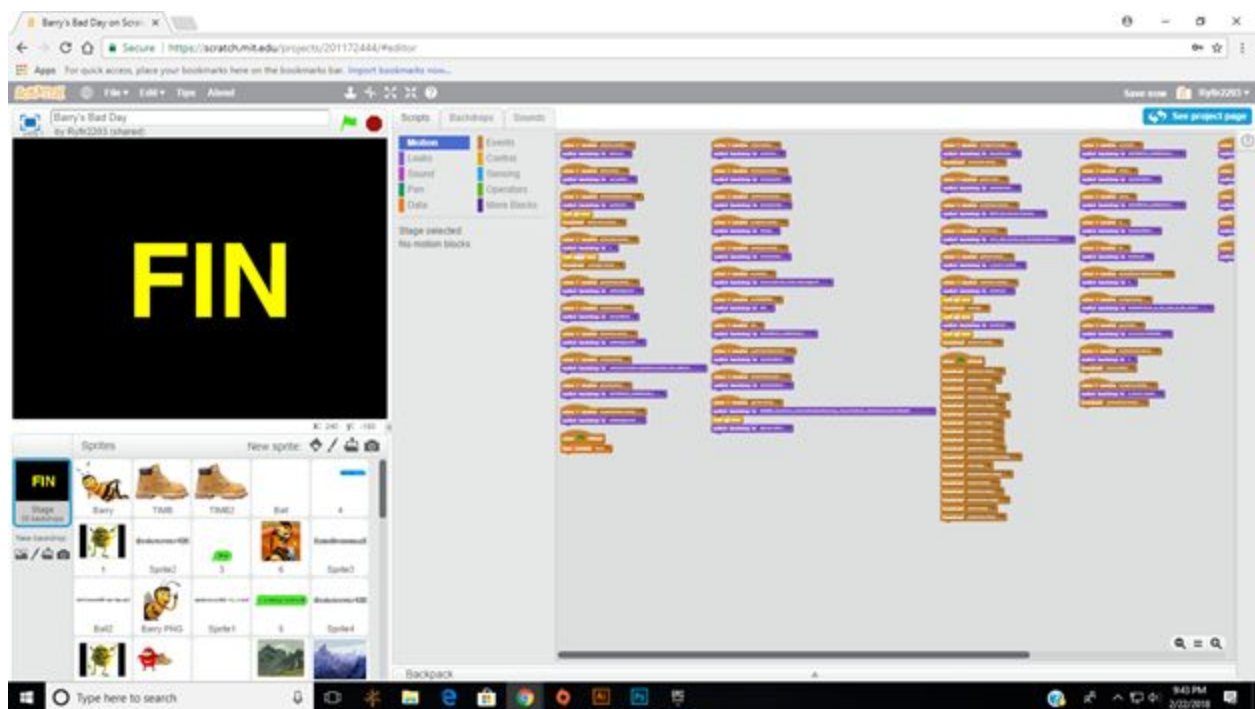
2d



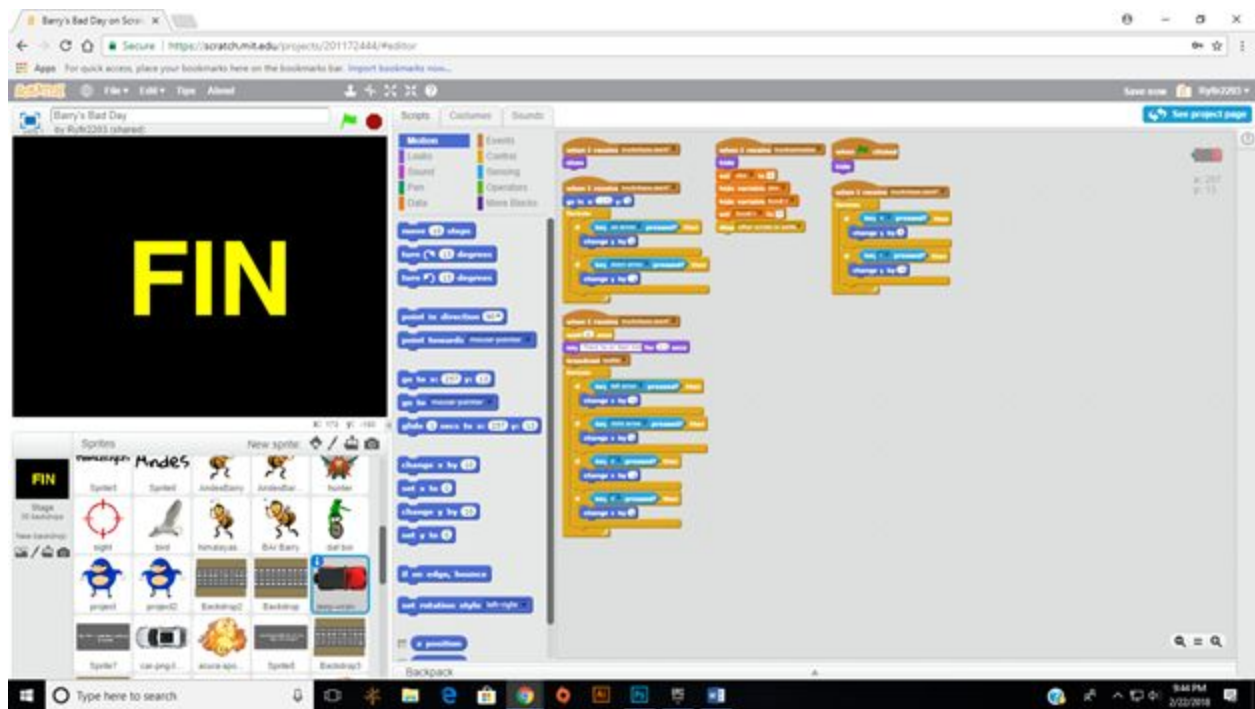
The code shown here is used to keep the the target reticle in the location of your mouse. This helped manage the complexity of my program by eliminating the need to set a whole bunch of crazy x and y values to happen when I moved my mouse. Instead, It automatically sets the reticles location to that of your mouse. It also includes a code to hide it if the game is set back to the beginning.

Major Bits of Program Code

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