

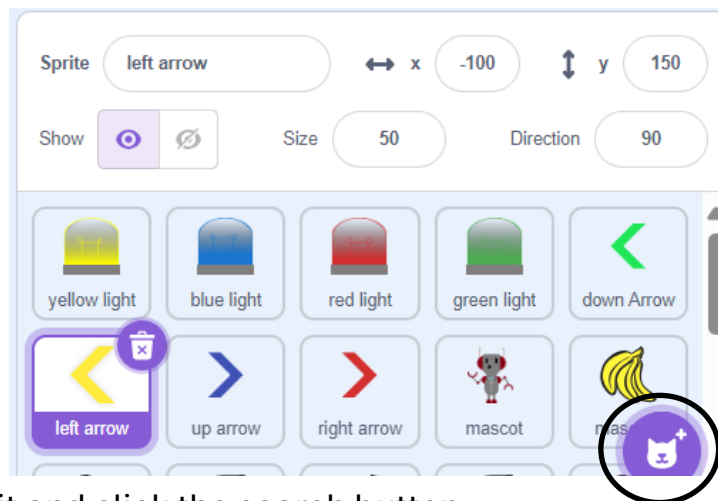
# Extra LightUp Workshop – Clean Up Game

## Part 4

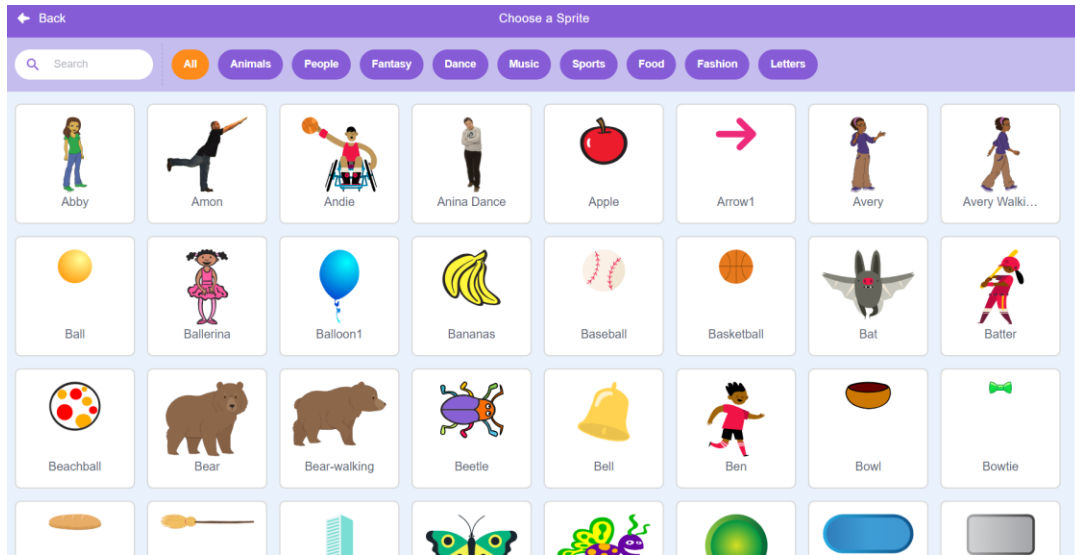
In this added workshop users will continue to change the game to make the user's game experience better. The steps below are just a guide and you do not have to use the same numbers or Scratch blocks if you do not want to. Please make sure to follow the previous parts to the workshop before continuing.

### Guided Steps:

1. Now we want to add our letters for our game screen letting the user know when they are moving to the next level and when the game is over.
2. Go to the bottom right of your screen and hover over the Scratch cat.



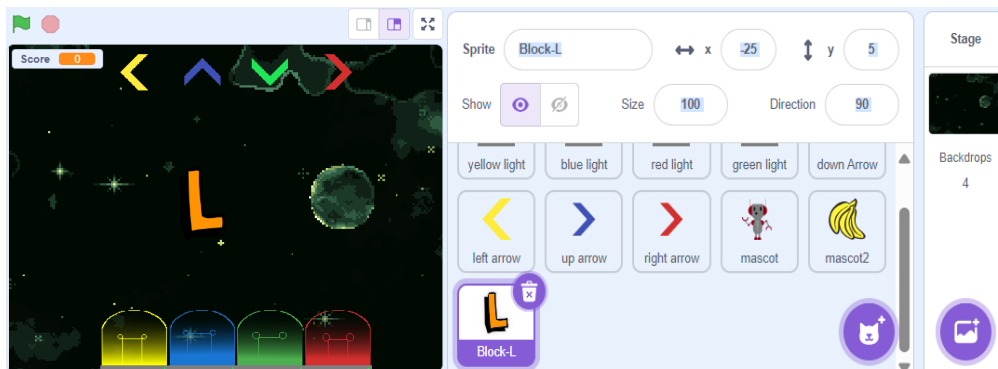
3. Hover over it and click the search button.
4. You should be taken to this screen which will show you all the available sprites.



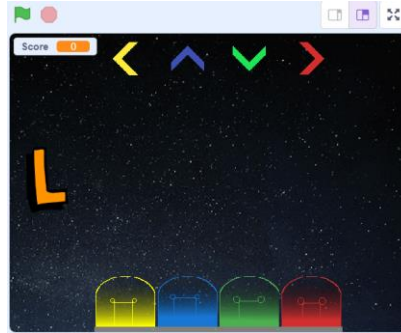
5. Scroll down till you find the letter sprites.
6. For this game I will use the words “LEVEL UP” and “GAME OVER”, but you can use whatever letters you want to build up your game.
7. Choose any of the letter styles for your game.



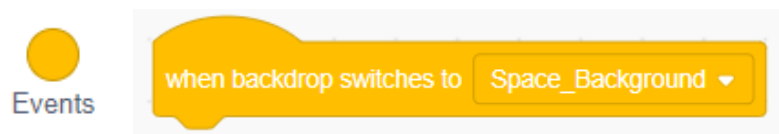
8. Click the letter ‘L’ first.
9. You should get taken back to your workspace screen. You should see your letter appear on your game and at the bottom of your screen.



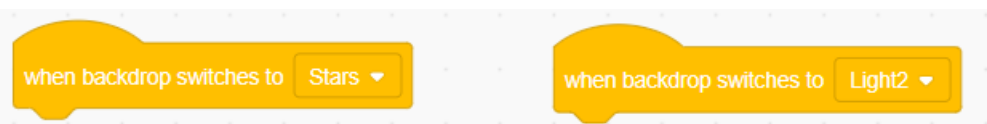
10. On your game screen move the L to the left.



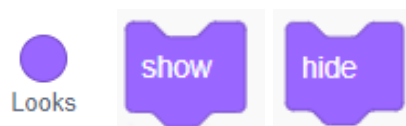
11. Now let's add the code for the letter L.
12. Go to the “Events” category and find the “When the backdrop switches to \_\_\_\_\_”.



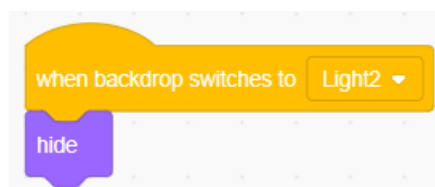
13. Drag two to your workspace and change one of the dropdown options to say “Stars” and the other to “Light2”.



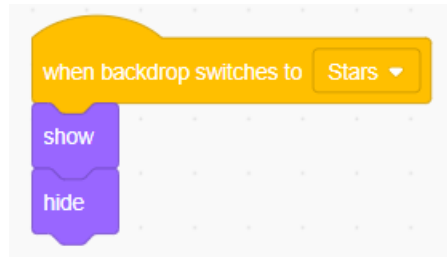
14. Next go to the “Looks” category and find the “Show” and “Hide” blocks.



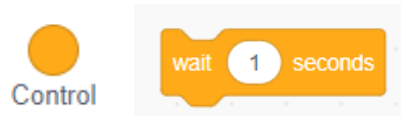
15. Drag two “Hide” blocks and one “Show” block to your workspace.
16. Put one of the “Hide” blocks under the “When backdrop switches to Light2” block.



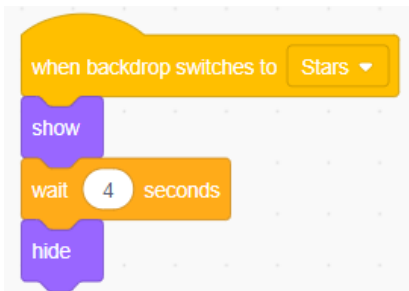
17. Put the “Show” block under the “When backdrop switches to Stars” block and then put the other “Hide” one underneath.



18. Go to the “Control” category and find the “Wait \_\_\_\_ seconds” block.



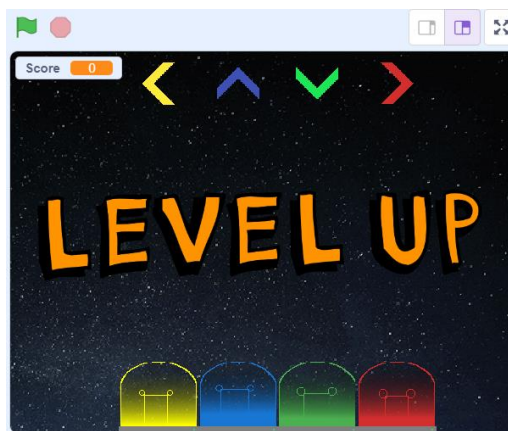
19. Drag it to your workspace and place it between the “Show” and “Hide” blocks and change the number of seconds to 4.



20. Do they same thing to the letters E, V, E, L, U, and P.

!: An important note is to make sure to use new letters even for duplicate letters or else your game will be a little wonky.

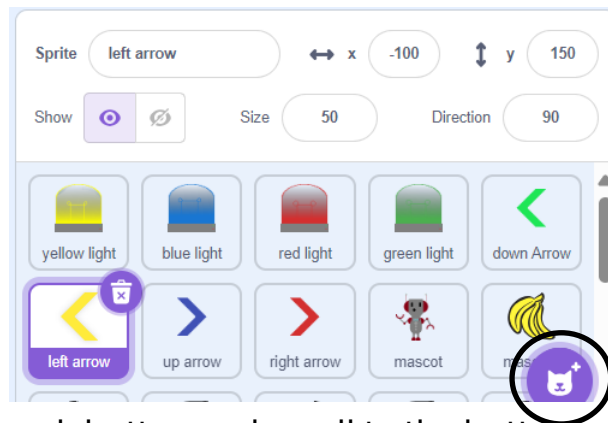
21. Do this again until your screen looks like the picture below.



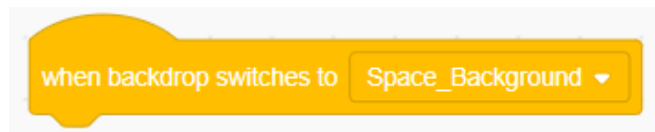
22. Now click the green flag and run the game.



23. If your game works correctly you should see the letters disappear when the game starts and then reappear when your score reaches 20 or 50.
24. Let the game continue and when your backdrop changes to “Circles” click the “Stop” button at the top of the screen.
25. Now go back to the bottom right of your screen and hover over the Scratch cat.



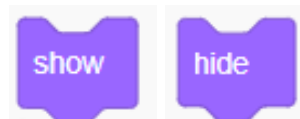
26. Click the search button and scroll to the bottom of the screen again and select a ‘G’.
27. Go to the “Events” category and find the “When the backdrop switches to \_\_\_\_\_”.



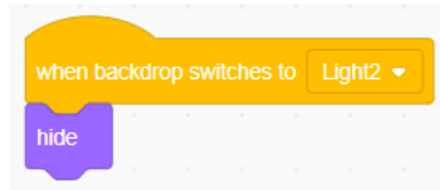
28. Drag two to your workspace and change one of the dropdown options to say “Circles” and the other to “Light2”.



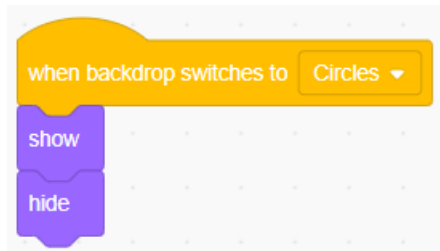
29. Next go to the “Looks” category and find the “Show” and “Hide” blocks.



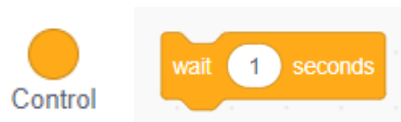
30. Drag two “Hide” blocks and one “Show” block to your workspace.
31. Put one of the “Hide” blocks under the “When backdrop switches to Light2” block.



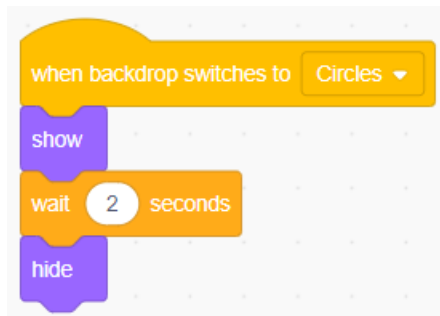
32. Put the “Show” block under the “When backdrop switches to Stars” block and then put the “Hide” one underneath.



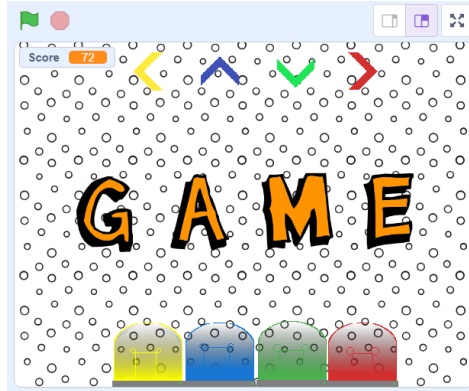
33. Go to the “Control” category and find the “Wait \_\_\_\_ seconds” block.



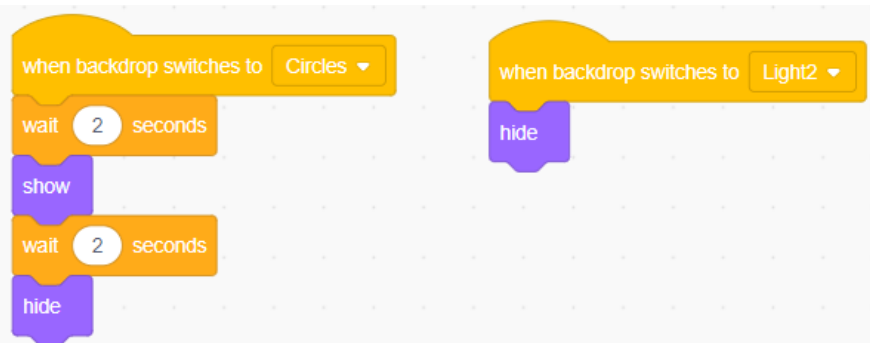
34. Drag it to your workspace and place it between the “Show” and “Hide” blocks and change the number of seconds to 2.



35. Do the same thing for letters ‘A’, ‘M’, and ‘E’.
36. Rearrange the letters on the “Circles” backdrop so that they spell the word “Game” like the photo below.



37. Run the game again and stop it when the word “Game” disappears from the game screen.
38. Next get the letters ‘O’, ‘V’, ‘E’, and ‘R’, and add the same code as we did for the word “Game”.
39. Before running it though make sure to add an extra “Wait 2 seconds” block above the show block. So that your code looks like this for the letters ‘O’, ‘V’, ‘E’, and ‘R’.



40. Run the game again to make sure that everything works as it should.
41. If it does congrats you have just finished the LightUp game.

Happy Coding!