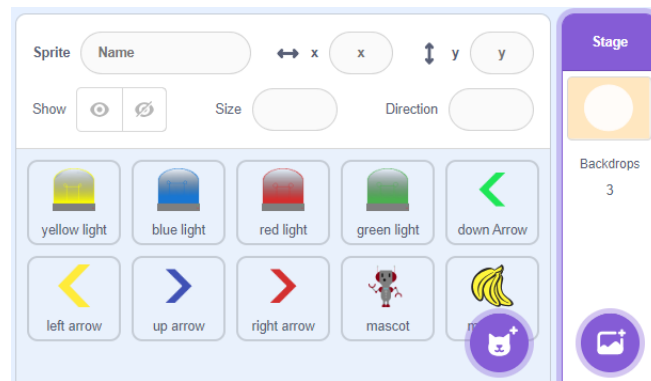


Extra LightUp Workshop – Clean Up Game

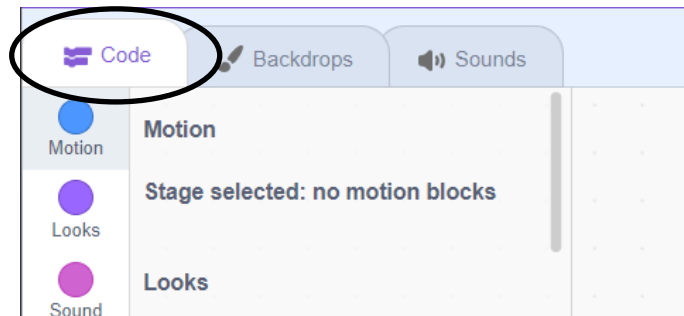
In this added workshop users will change the game to make the user's game experience better. The steps below are just a guide and you do not have to use the same numbers or Scratch blocks if you do not want to.

Guided Steps:

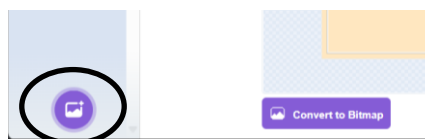
1. To start we will need to add more code to the Stage. Click the Stage sprite at the bottom of your screen.



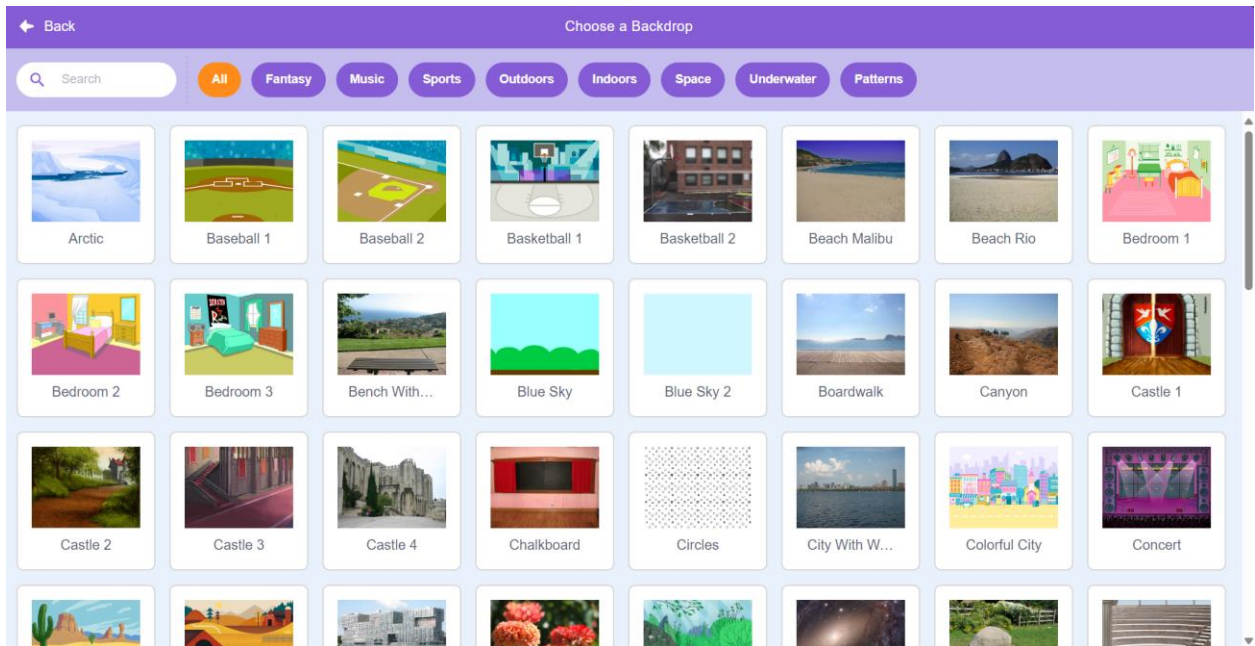
2. At the top left corner of your Scratch screen select the “Backdrops” banner.



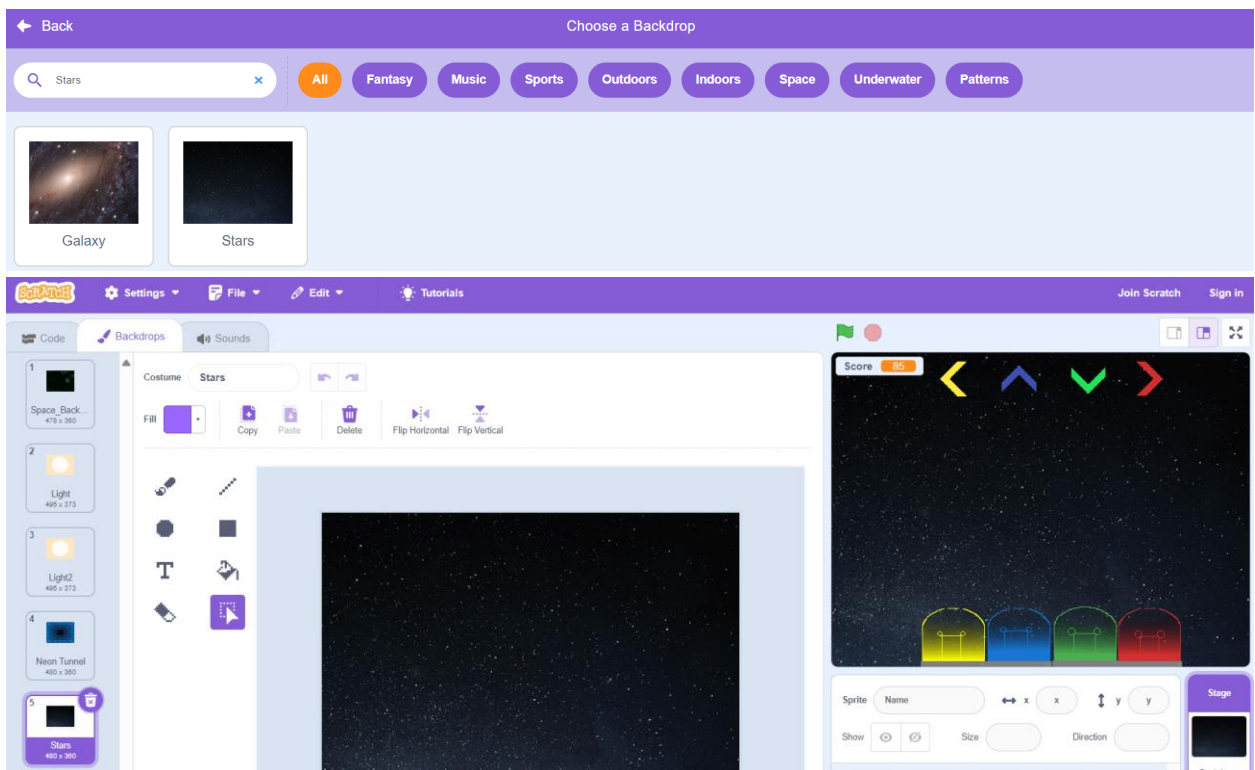
3. There you should see all your backdrops “Space_Background”, “Light”, “Light2”, and/or “Neon Tunnel” depending on how many levels you created. So, what we will add are two new backdrops to our game.
4. To add backdrops hover over the “Choose a Backdrop” feature on the bottom left of your screen and click the search button when it appears.



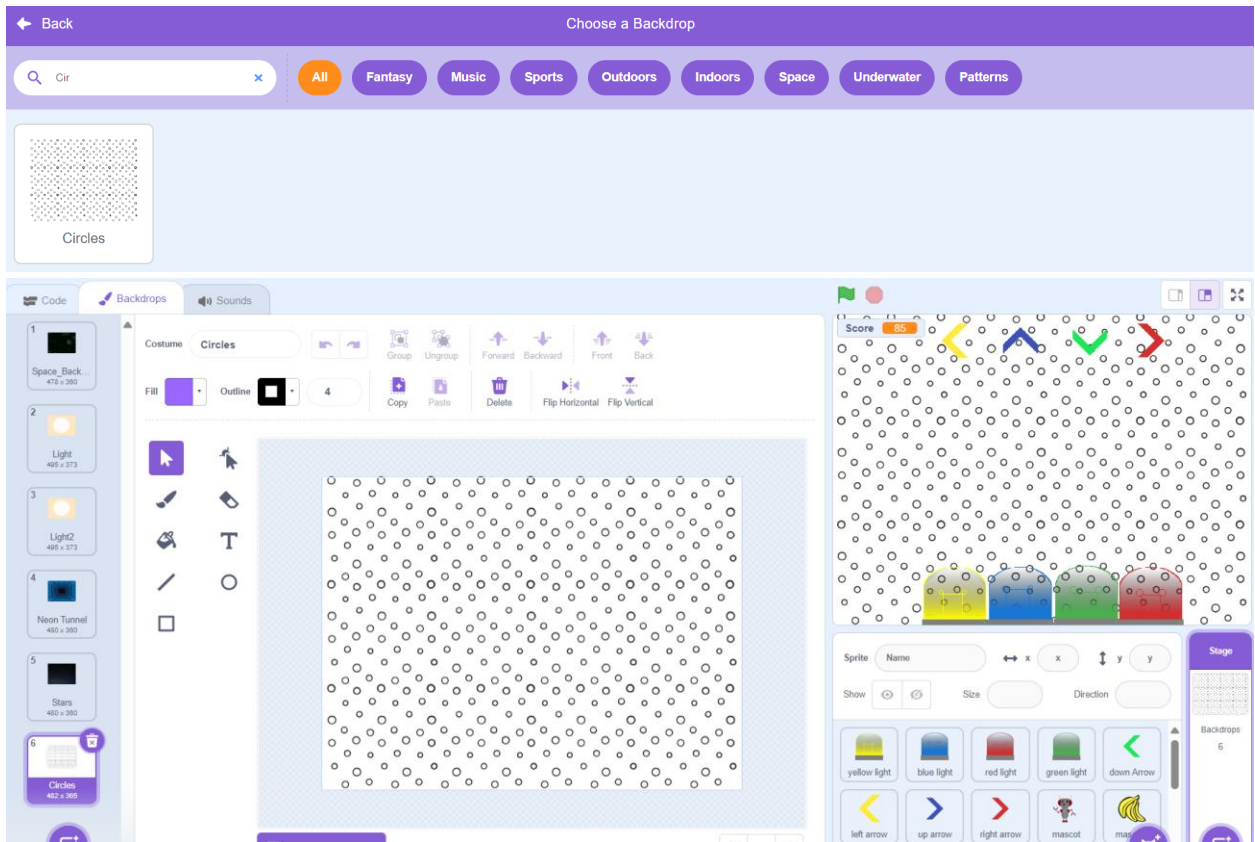
5. You should now be taken to a new page with lots of backdrops for you to choose from.



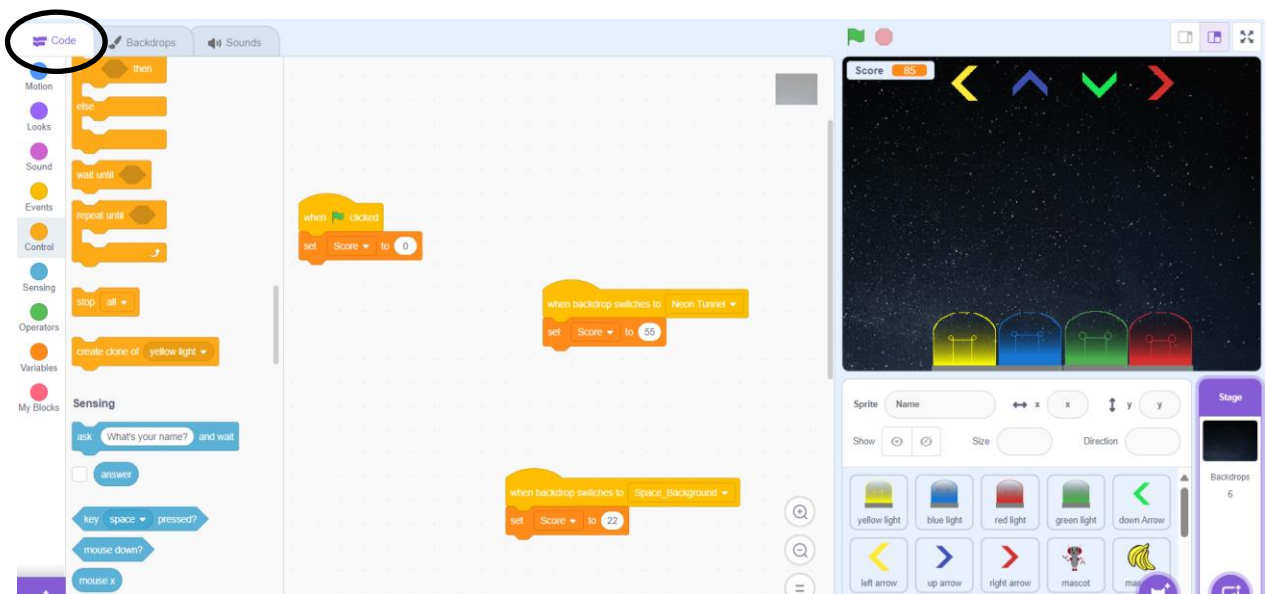
6. Scroll down to find more backdrops or use the search bar to find the backdrop called “Stars”. Click it and you should be taken back to your Backdrops screen.



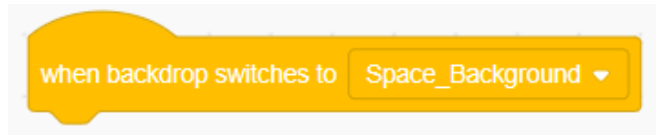
7. Go back to the search button and find the “Circles” backdrop. Click it and you should be taken back to your Backdrops screen.



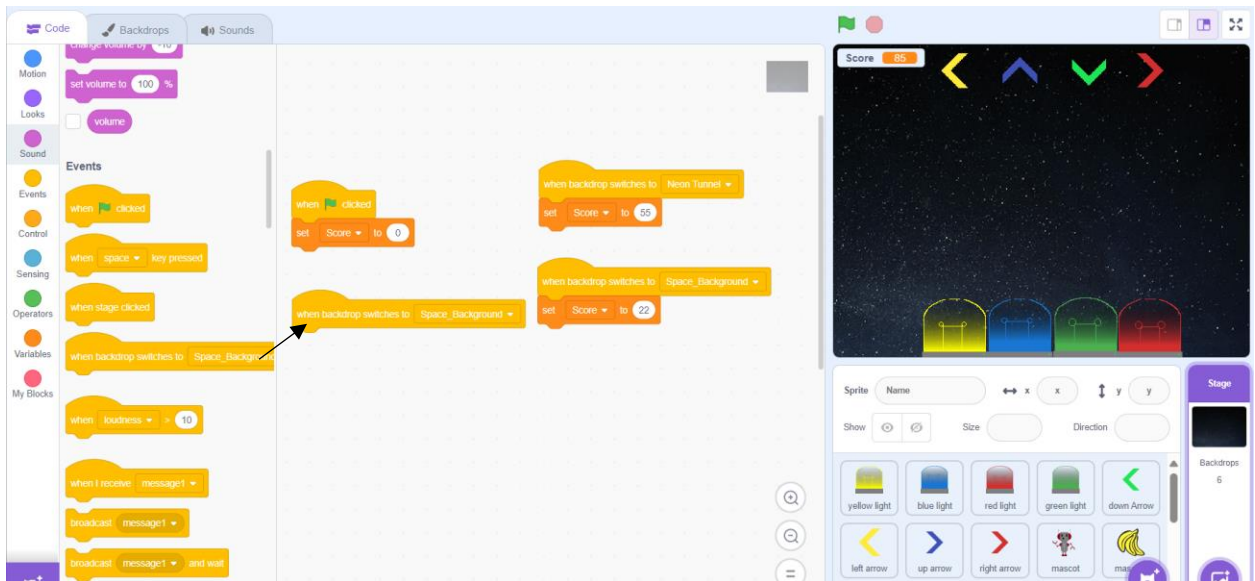
8. Once you have selected your backdrop and it is highlighted go back to your “Code” banner.



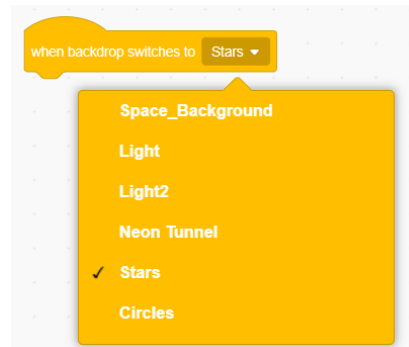
9. In the “Events” category, find the “When backdrop switches to _____” block.



10. Drag it to your workspace.



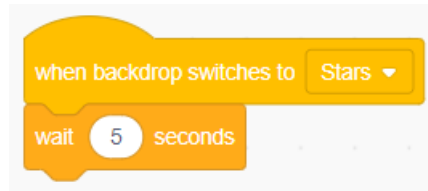
11. Click the dropdown for your block and click your new backdrop name which would be “Stars”.



12. Go to the “Control” category and find the “Wait _____ seconds” block.



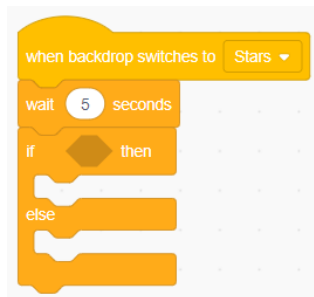
13. Drag it to your workspace and place it under the “When backdrop switches to _____” block and change the number of seconds to 5.



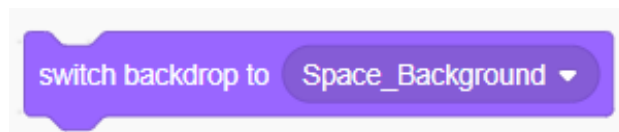
14. Go back to the “Control” category and find the “If _____ then else” block.



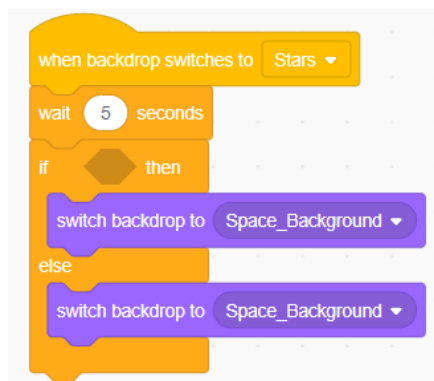
15. Drag it to your workspace and place it under the “Wait 5 seconds” block.



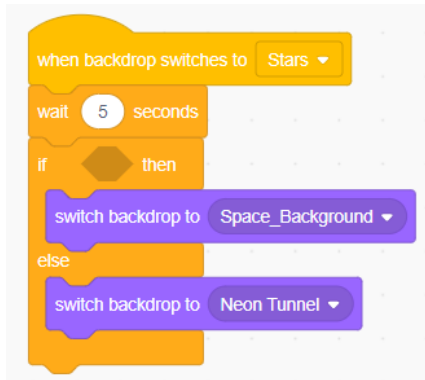
16. Go to the “Looks” category and drag two “Switch backdrop to _____” blocks to your screen.



17. Place one of the “Switch backdrop to _____” blocks under the first gap of the if statement and the other under the else.



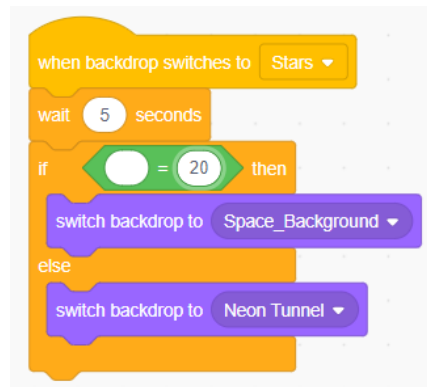
18. Change the second “Switch backdrop to _____” block to the “Neon Tunnel” backdrop or to the name of the second backdrop you used for the third level.



19. Next, we need to add our Boolean condition for our if statement.
20. Go to the “Operators” category and find the “_____ = 50 ” block.



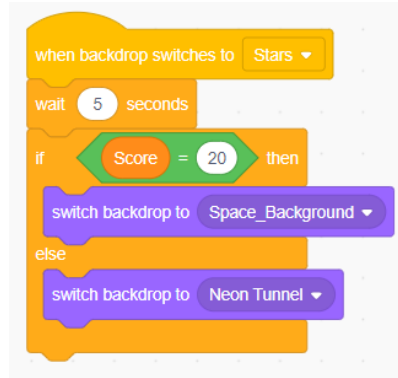
21. Drag it to your workspace and place it in the empty space of the “If _____ then else” block and change the 50 to a 20.



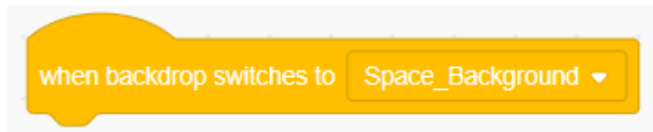
22. Next go to the “Variables” category and find the small block called “Score”.



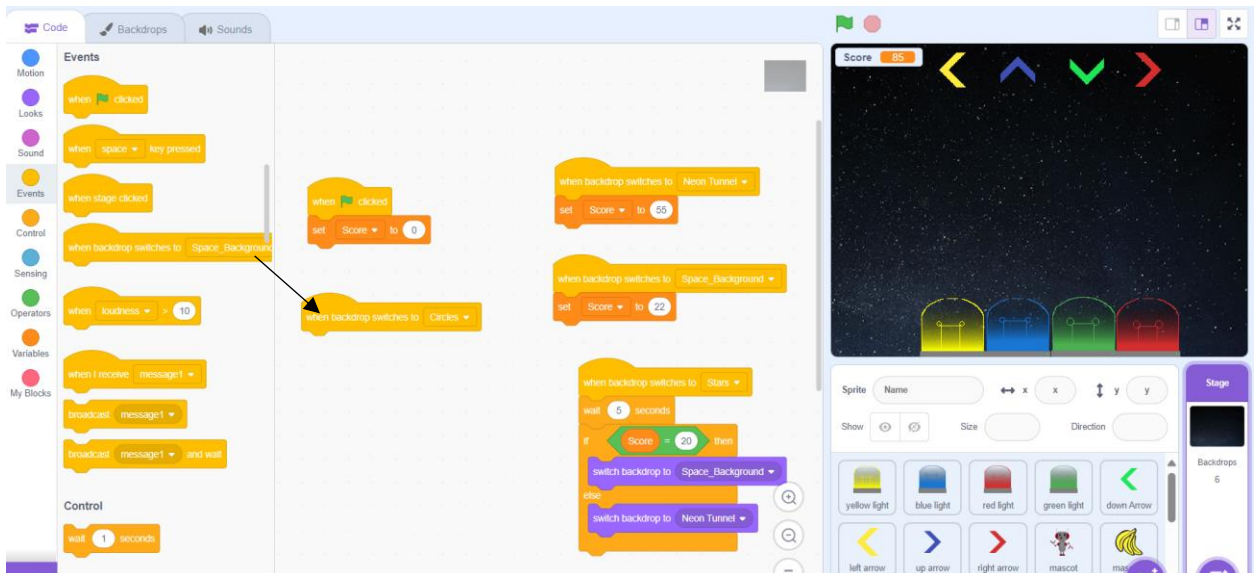
23. Drag it to your workspace and place it in the first empty space of the “_____ = 20 ” block.

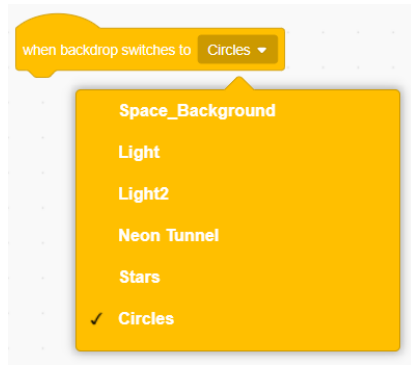


24. Go back to the “Events” category, find the “When backdrop switches to _____” block.



25. Drag it to your workspace and change the backdrop to the “Circles” background.

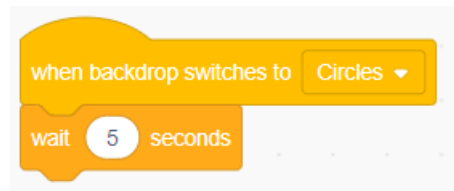




26. Go to the “Control” category and find the “Wait ____ seconds” block.



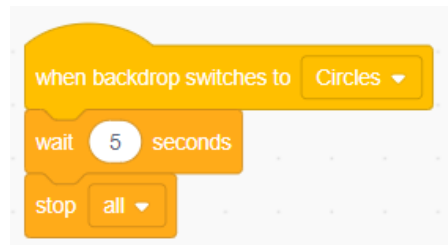
27. Drag it to your workspace and place it under the “When backdrop switches to ____” block and change the number of seconds to 5.



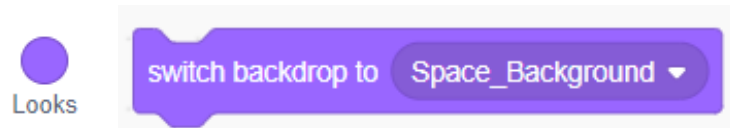
28. Still under the “Control” category scroll till you find the “Stop all” block.



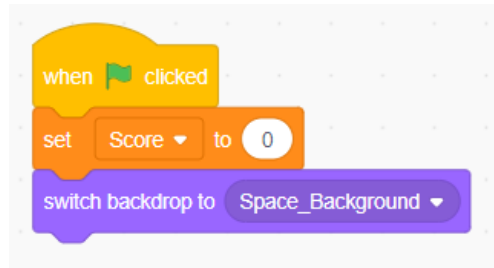
29. Drag it to your workspace and place it under the “Wait 5 seconds” block.



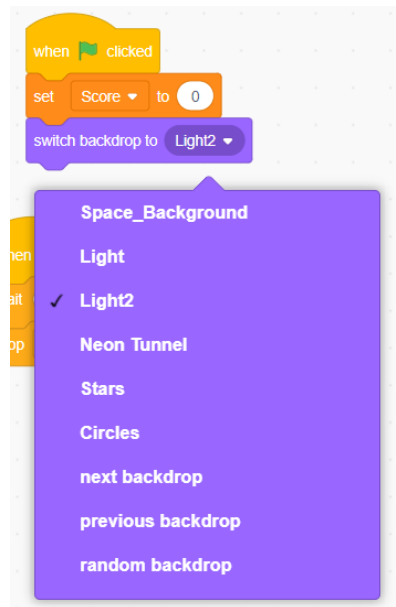
30. Finally, go to the “Looks” category and find the “Switch backdrop to ____” block again.



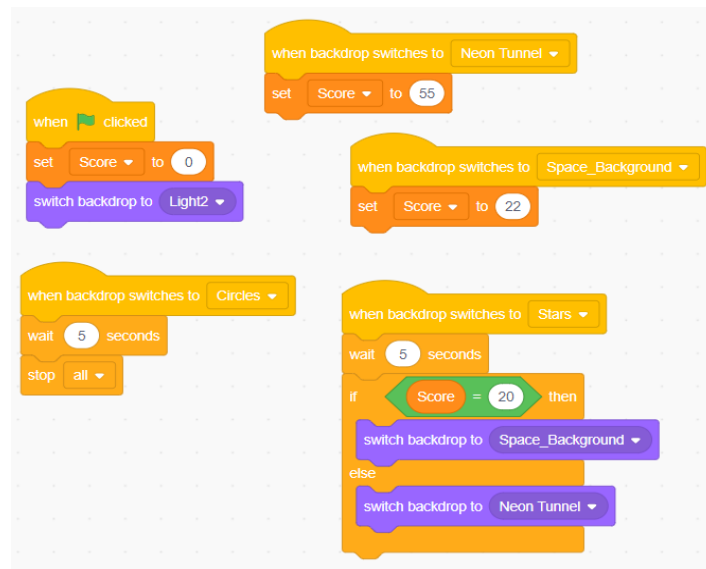
31. Drag it to your workspace and place it underneath the “Set Score to 0” block under the “When ____ clicked” block.



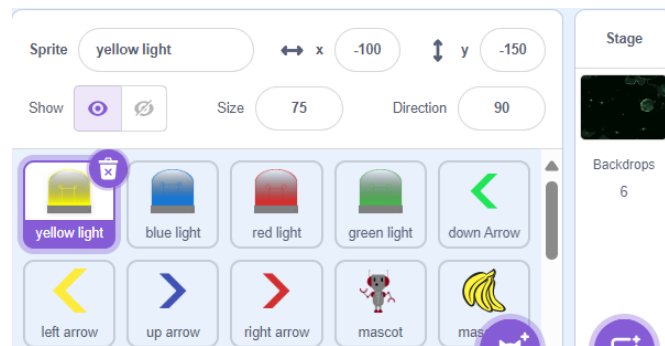
32. Click the dropdown arrow and change the backdrop to “Light2”.



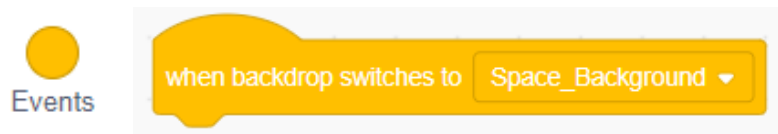
33. Your final workspace for the Stage sprite should look like this.



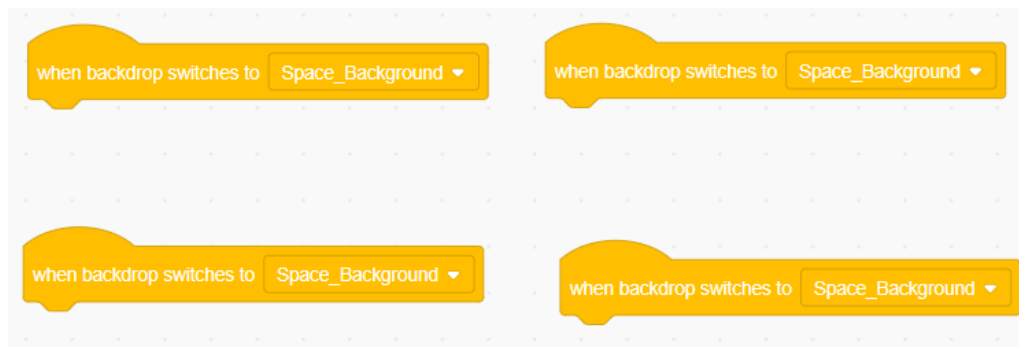
34. Now we need to add some code to the lightbulbs.
35. Click the yellow light bulb at the bottom of the screen.



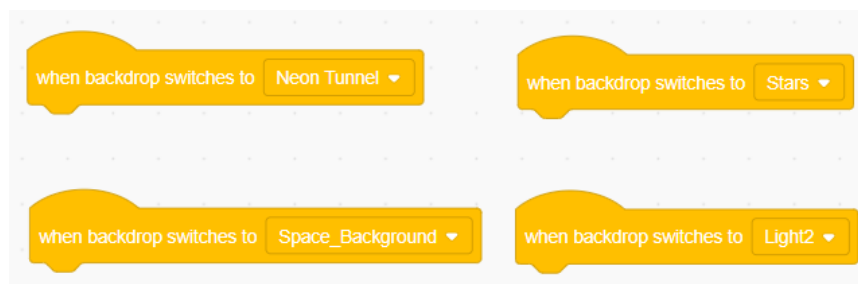
36. Scroll to the “Events” category and find the “When backdrop switches to _____” block.



37. Drag four of them to your workspace.



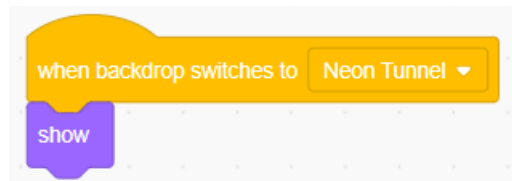
38. Change one of the backdrops to “Neon Tunnel”, the second one to “Stars”, and the third one to “Light2”. Leave the last block as “Space_Background”.



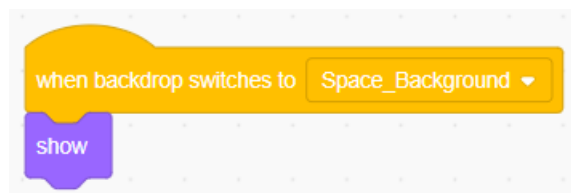
39. Next go to the “Looks” category and scroll down till you find the “Show” and “Hide” blocks.



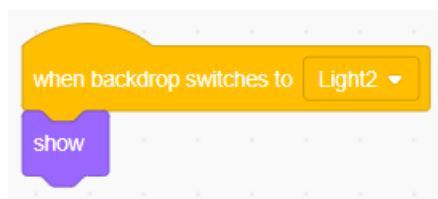
40. Drag three “Show” blocks and one “Hide” block to your workspace.
41. Put one “Show” block under the “When backdrop switches to Neon Tunnel” block.



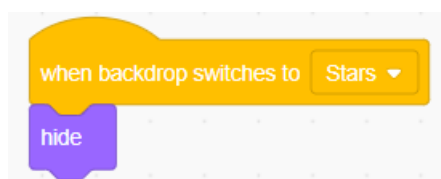
42. Put another “Show” block under the “When backdrop switches to Space_Background” block.



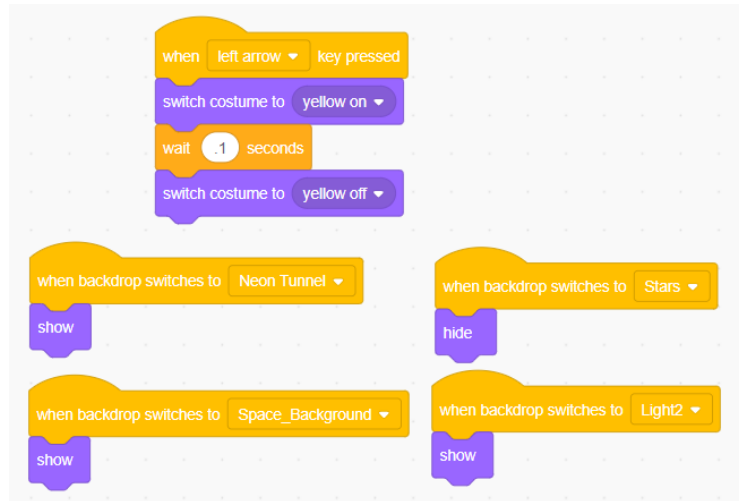
43. Finally put the last “Show” block under the “When backdrop switches to Light2” block.



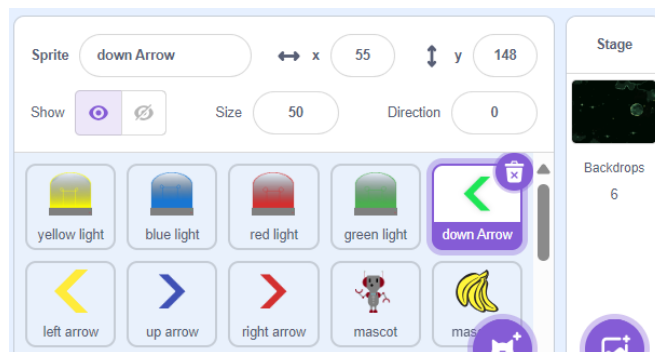
44. Then put the “Hide” block under the “When backdrop switches to Stars” block.



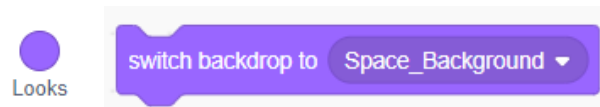
45. Do the exact same thing for the other three lightbulbs. So that all your final lightbulb workspaces look like this.



46. Now we need to add the code for the arrows.
47. Click the green arrow sprite at the bottom of your screen.



48. Let's add some code under the "When down arrow key pressed" block.
49. Go to the "Looks" category and find the "Switch backdrop to _____" block.



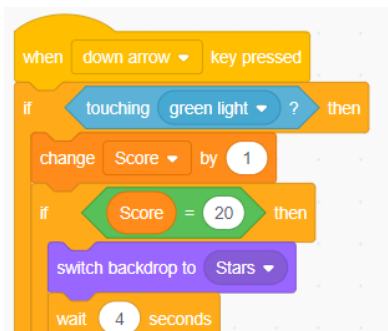
50. Drag it under the "If Score = 20 then" block. Click the dropdown arrow and change the backdrop to "Stars".



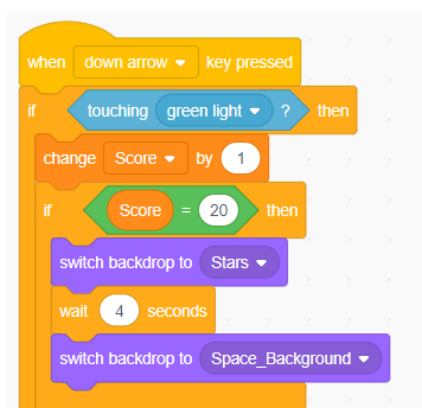
51. Go to the “Control” category and find the “Wait ____ seconds” block.



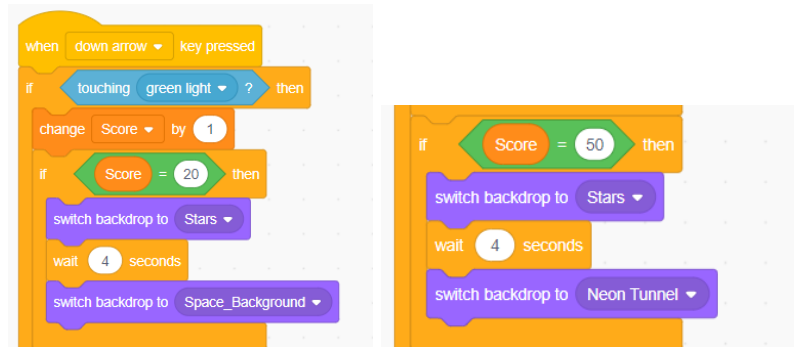
52. Drag it under the “If Score = 20 then” block and the “Switch backdrop to Stars” block. Then change the number to 4 seconds.



53. Your final score “If Score = 20 then” block should look like this.

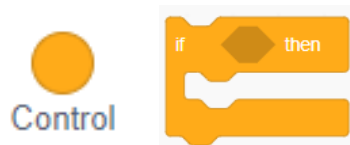


54. Do this same thing for the second “If Score = 50 then” block and when you’re done it should look like this.

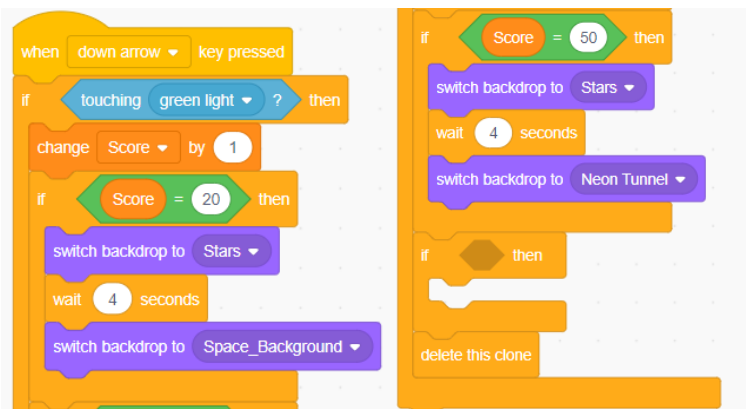


55. The last thing we will do under this block is add a new “If _____ then” block.

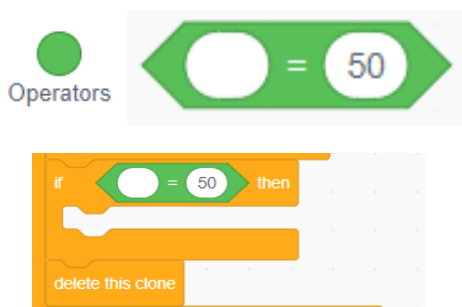
56. Go to the “Control” category and find the “If _____ then” block.



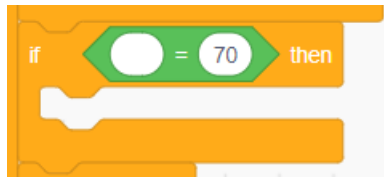
57. Drag it to your workspace underneath the “If Score = 50 then” block.



58. Next go to the “Operators” category and find the “_____ = 50” block and place it in the gap on the “If _____ then” block.



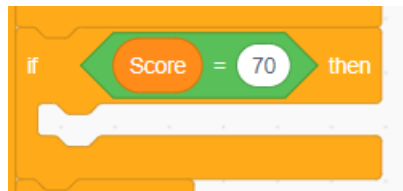
59. Change the 50 to 70.



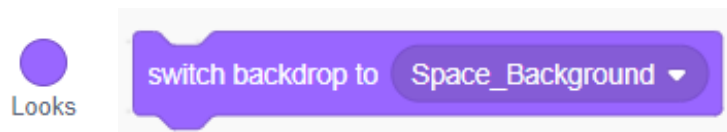
60. Then to fill in the first blank of the “_____ = 50 “ block go to the “Variables” category and find the “Score” block.



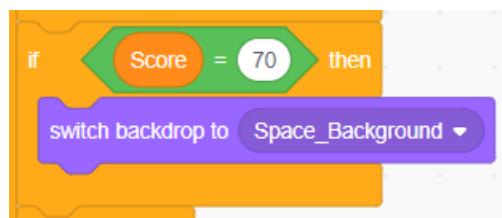
61. Drag it to your workspace and place it in the first gap of your block.



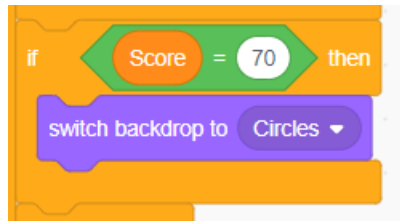
62. Finally go to the “Looks” category and find the “Switch backdrop to _____” block.



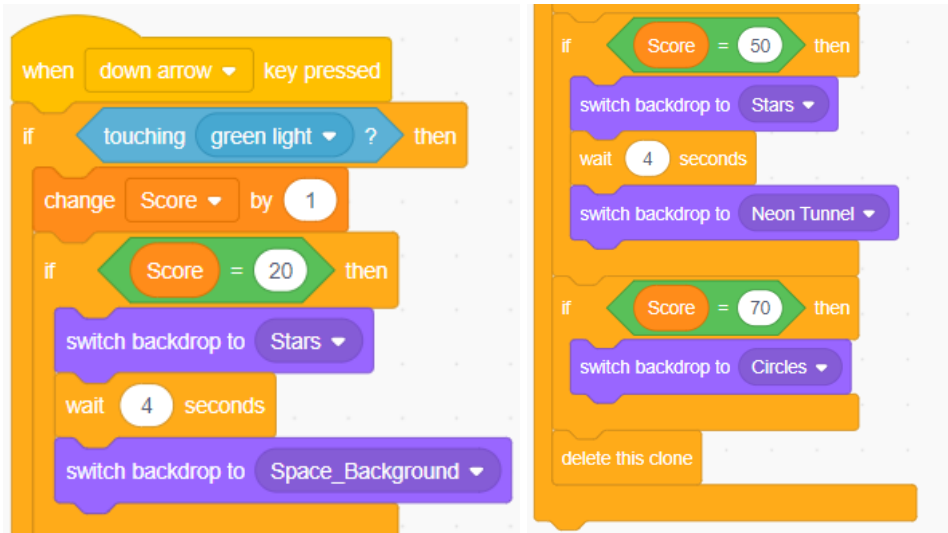
63. Drag it to your workspace and place it in the gap of the “If _____ then” block.



64. Click the dropdown arrow and change the backdrop to “Circles”.

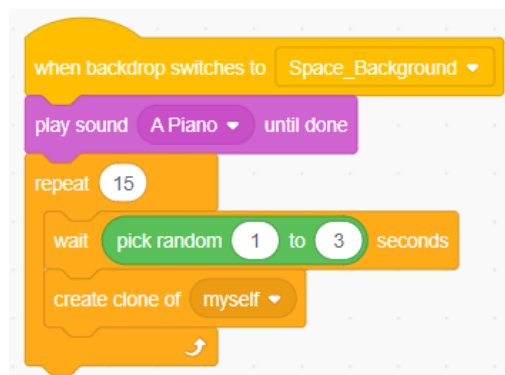


65. Your final code under the “When _____ key pressed” block should look something like this.

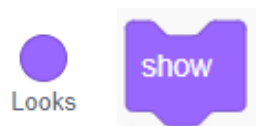


66. Now we will change some code under the “When backdrop switches to Space_Background” block.

67. First delete the “Say _____ for ____ seconds” block, so that your code now looks like this.



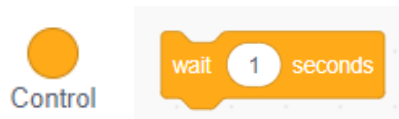
68. Next under the “Looks” category and find the “Show” block.



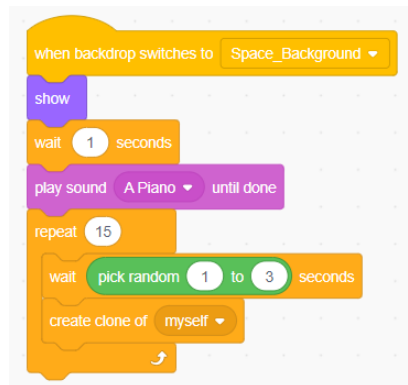
69. Place it above the “Play sound _____ until done” block.



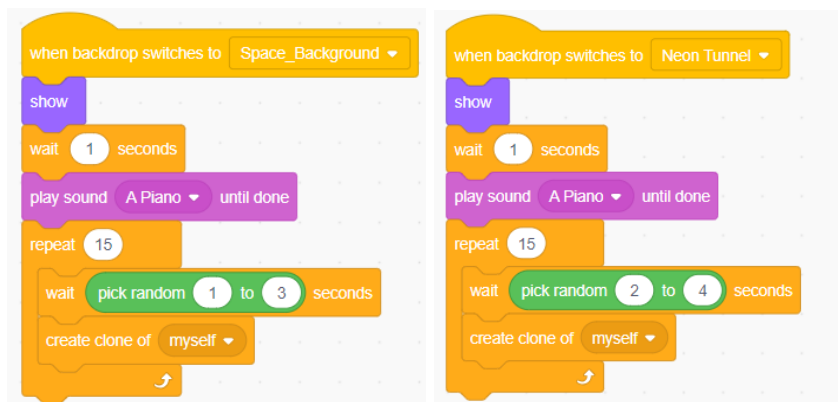
70. Then go to the “Control” category and find the “Wait ____ seconds” block.



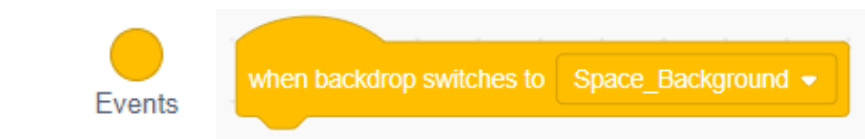
71. Drag it under the “Show” block.



72. Do the same thing for the code under the “When backdrop switches to Neon Tunnel” block.



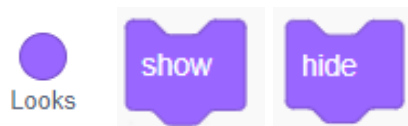
73. Go to the “Events” category and drag two of the “When backdrop switches to _____” block.



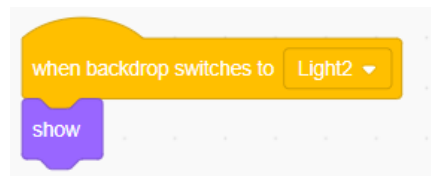
74. Change one of the blocks to have “Light2” and the other to have “Stars”.



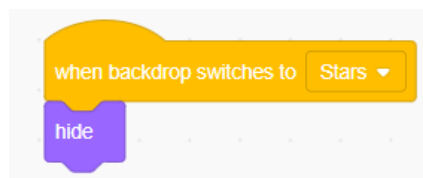
75. Next go to the “Looks” category and scroll down till you find the “Show” and “Hide” blocks.



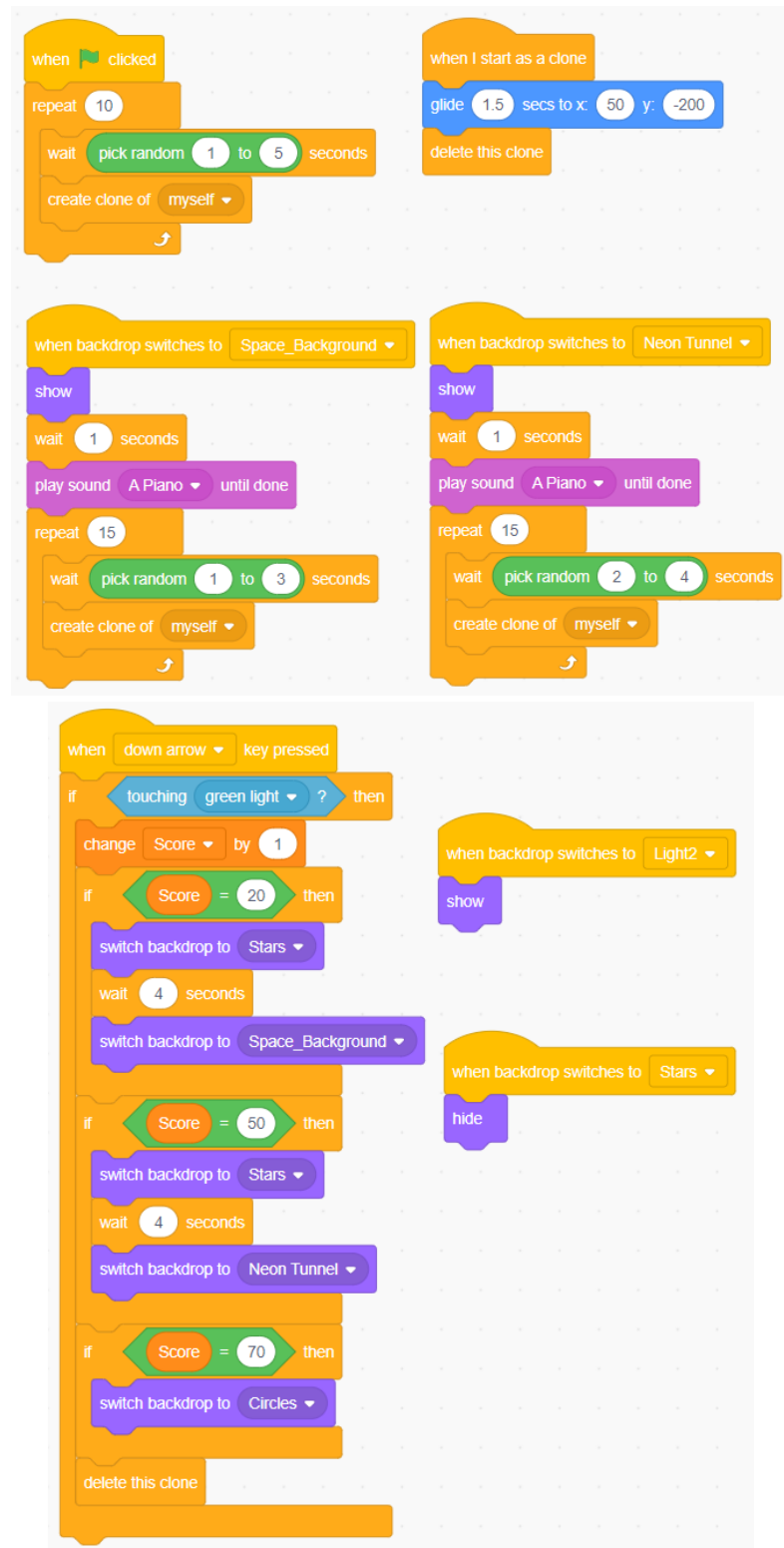
76. Grab one “Show” block and place it under the “When backdrop switches to Light2”.



77. Grab the “Hide” block and place it under the “When backdrop switches to Stars”.

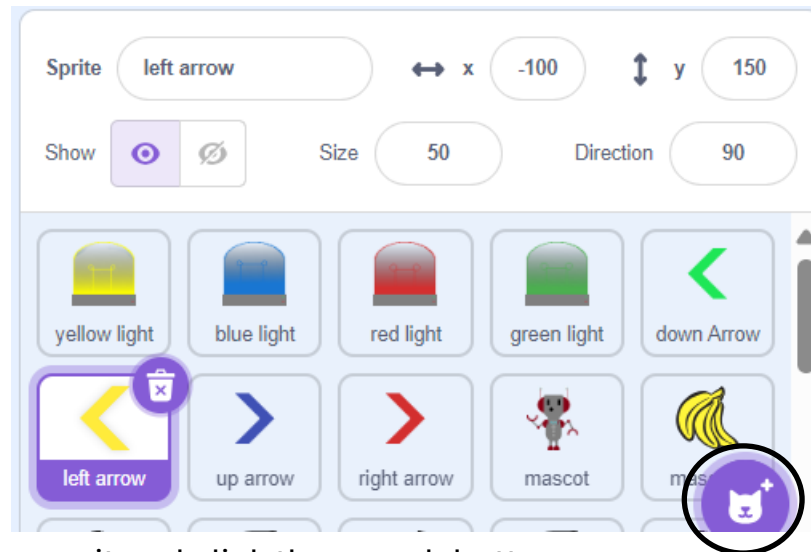


78. Finally do the same thing for the rest of the arrows until all the arrow codes look similar to the picture below.

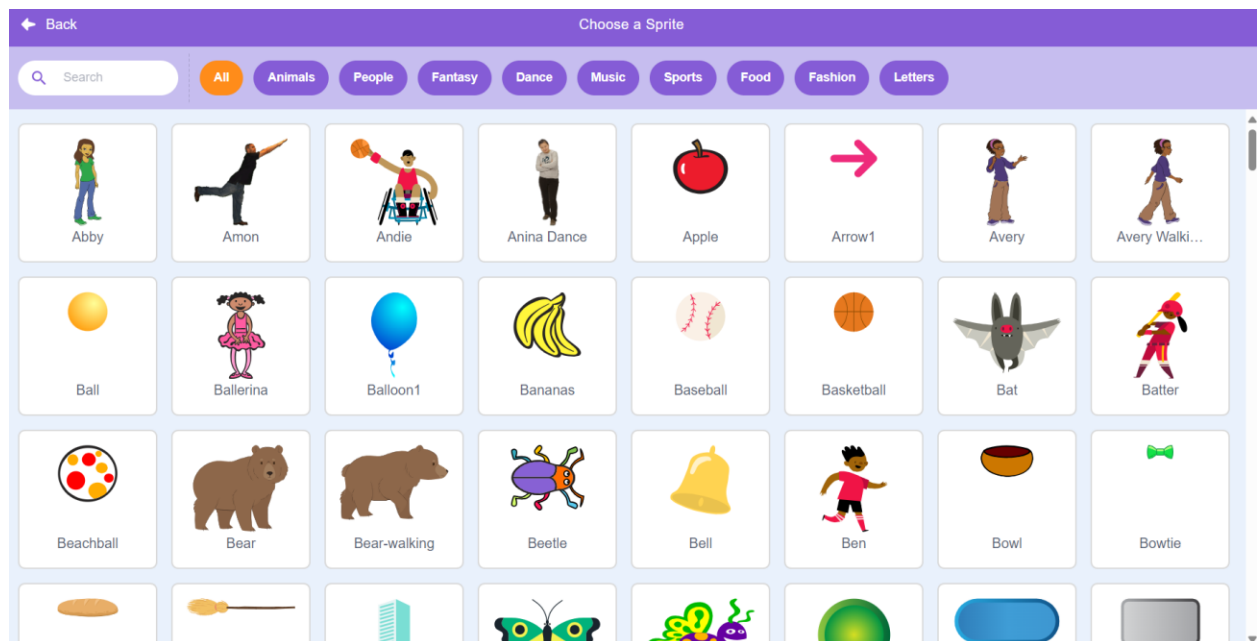


79. Now we want to add our letters for our game screen letting the user know when they are moving to the next level and when the game is over.

80. Go to the bottom right of your screen and hover over the Scratch cat.



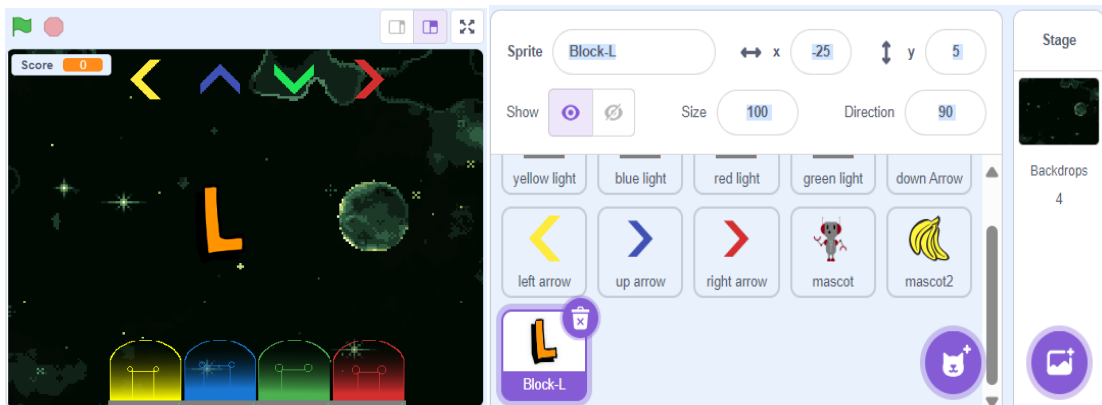
81. Hover over it and click the search button.
82. You should be taken to this screen which will show you all the available sprites.



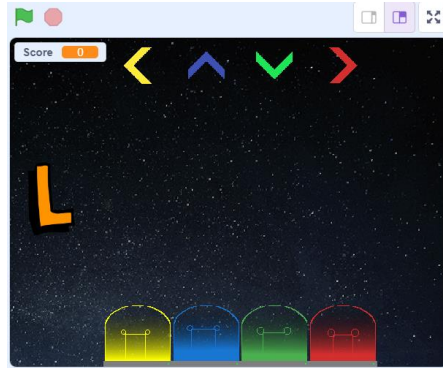
83. Scroll down till you find the letters.
84. For this game I will use the words “LEVEL UP” and “GAME OVER”, but you can use whatever letters you want to build up your game.
85. Choose any of the letter styles for your game.



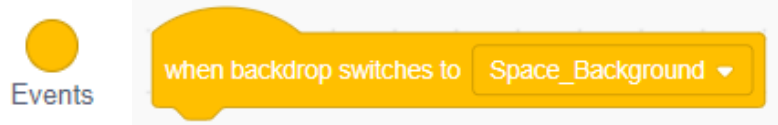
86. Click the letter 'L' first.
87. When you get taken back to your workspace screen. You should see your letter appear on your game and at the bottom of your screen.



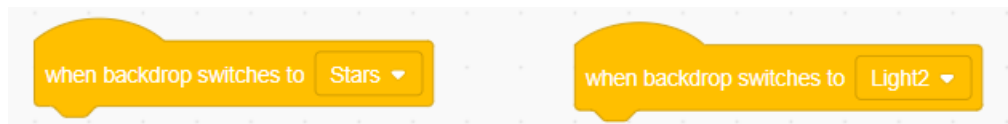
88. On your game screen move the L to the left.



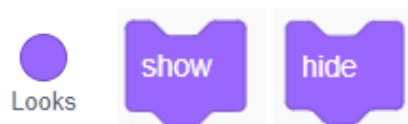
89. Now add the code for the letter L.
90. Go to the “Events” category and find the “When the backdrop switches to _____”.



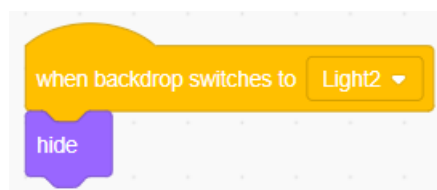
91. Drag two to your workspace and change one of the dropdown options to say “Stars” and the other to “Light2”.



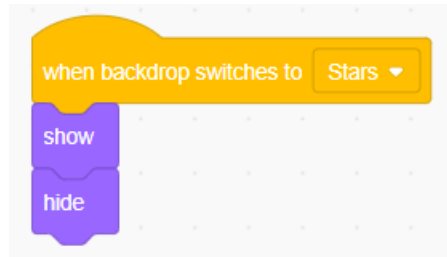
92. Next go to the “Looks” category and find the “Show” and “Hide” blocks.



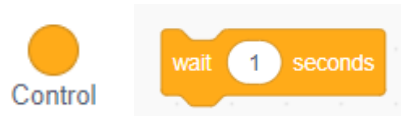
93. Drag two “Hide” blocks and one “Show” block to your workspace.
94. Put one of the “Hide” blocks under the “When backdrop switches to Light2” block.



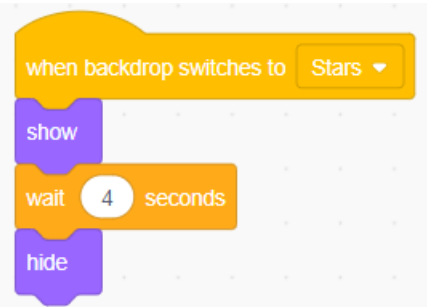
95. Put the “Show” block under the “When backdrop switches to Stars” block and then put the “Hide” one underneath.



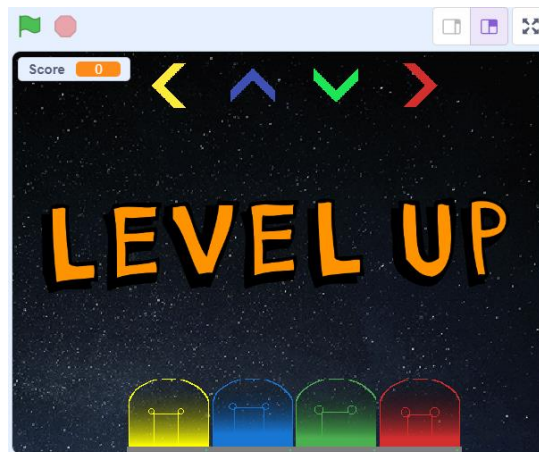
96. Go to the “Control” category and find the “Wait ____ seconds” block.



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



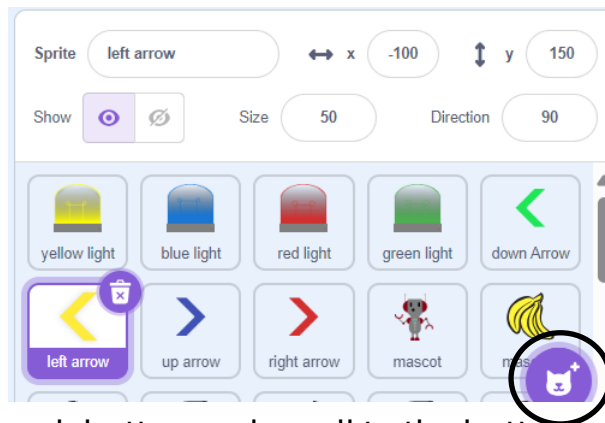
98. Do they same thing to the letters E, V, E, L, U, and P.
99. An important note is to make sure to use new letters even for duplicate letters or else the game will be a little wonky.
100. Do this again until your screen looks like the picture below.



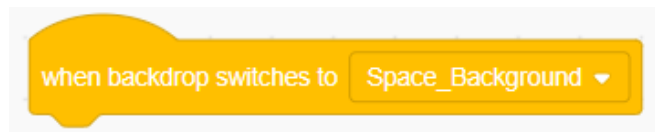
101. Now click the green flag and run the game.



102. 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.
103. Let the game continue and when your backdrop changes to “Circles” click the “Stop” button at the top of the screen.
104. Now go back to the bottom right of your screen and hover over the Scratch cat.



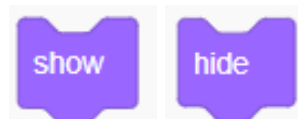
105. Click the search button and scroll to the bottom of the screen again and select a ‘G’.
106. Go to the “Events” category and find the “When the backdrop switches to _____”.



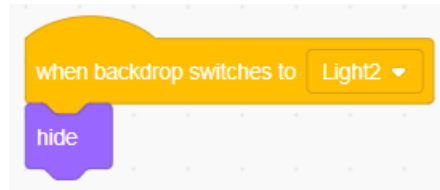
107. Drag two to your workspace and change one of the dropdown options to say “Circles” and the other to “Light2”.



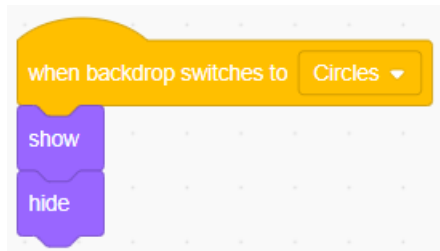
108. Next go to the “Looks” category and find the “Show” and “Hide” blocks.



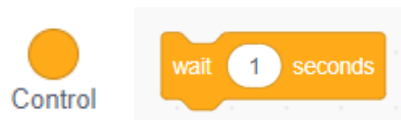
109. Drag two “Hide” blocks and one “Show” block to your workspace.
110. Put one of the “Hide” blocks under the “When backdrop switches to Light2” block.



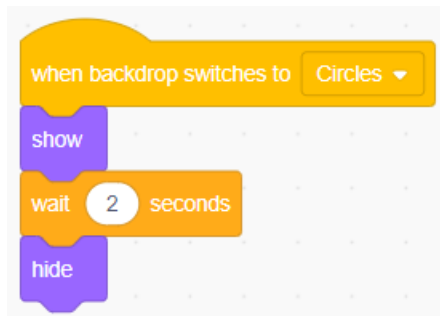
111. Put the “Show” block under the “When backdrop switches to Stars” block and then put the “Hide” one underneath.



112. Go to the “Control” category and find the “Wait ____ seconds” block.



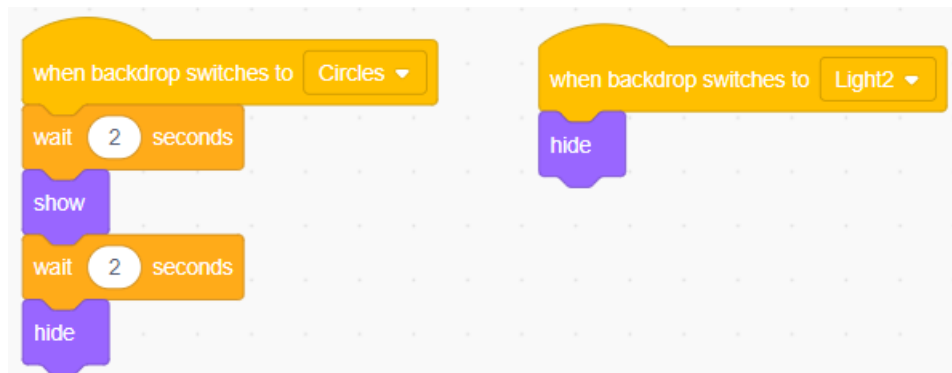
113. Drag it to your workspace and place it between the “Show” and “Hide” blocks and change the number of seconds to 2.



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



116. Run the game again and stop it when the word “Game” disappears from the game screen.
117. Next get the letters ‘O’, ‘V’, ‘E’, and ‘R’, and add the same code as we did for the word “Game”.
118. 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.



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

Happy Coding!