

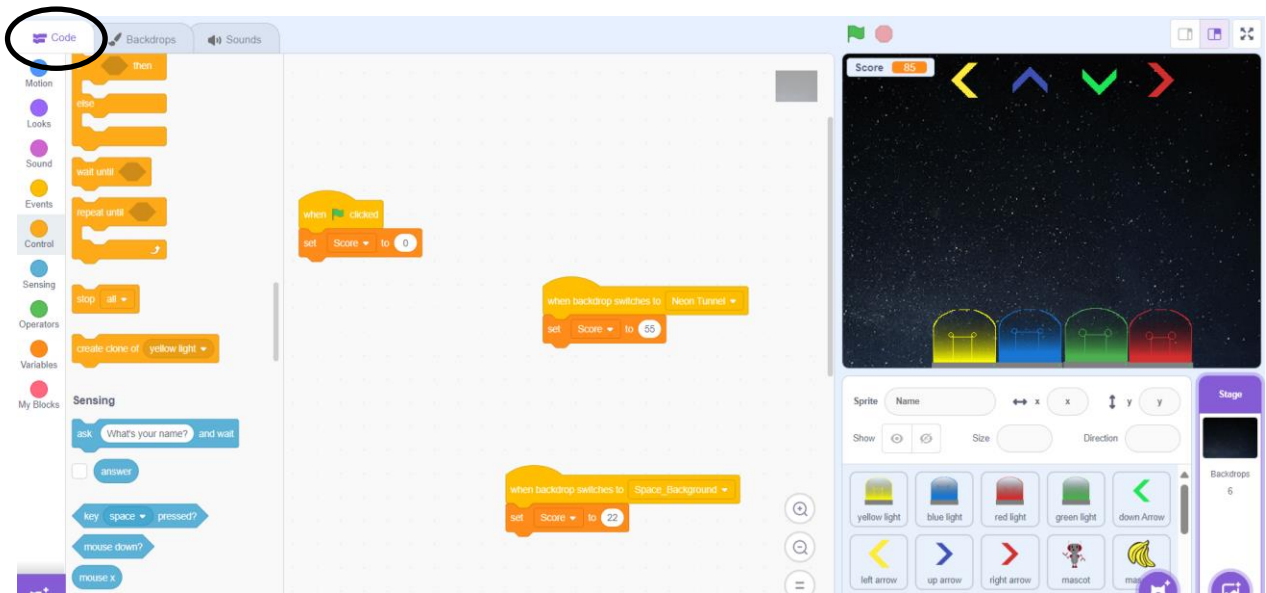
Extra LightUp Workshop – Clean Up Game

Part 3

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. When done click the Stage Sprite again.



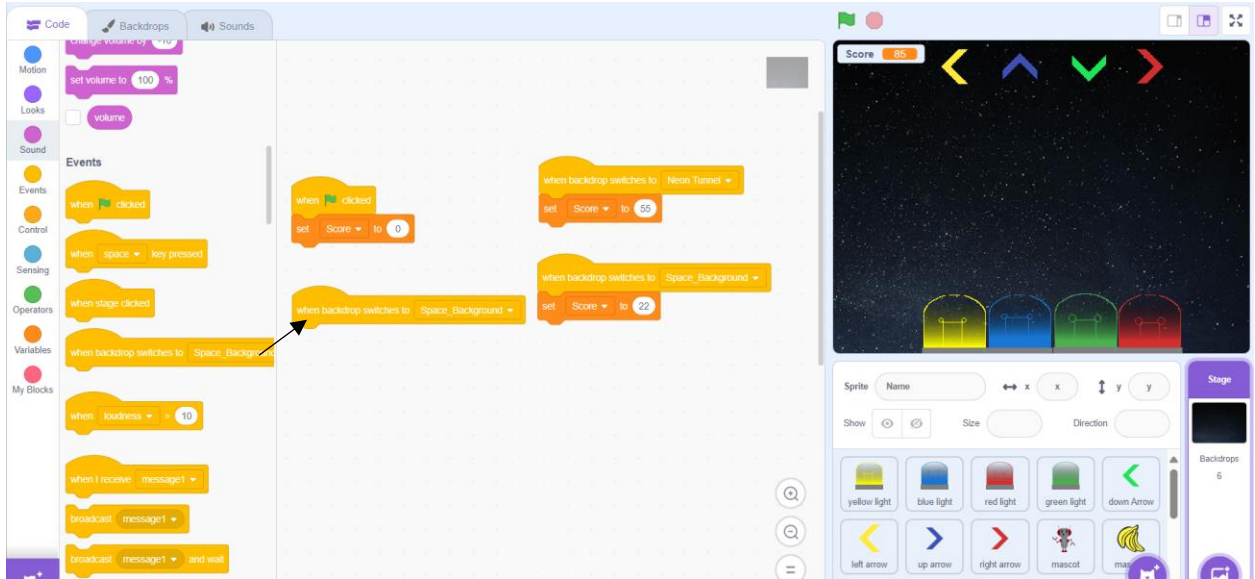
2. In the “Events” category, find the “When backdrop switches to _____” block.



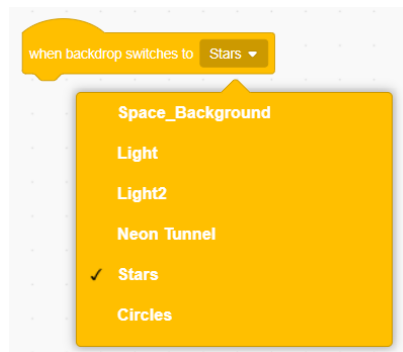
Events

when backdrop switches to Space_Background ▼

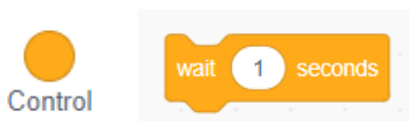
3. Drag it to your workspace.



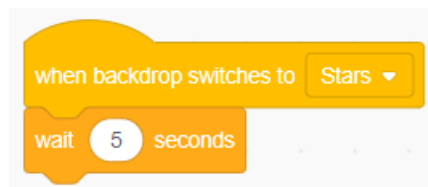
4. Click the dropdown for your block and click your new backdrop name which would be “Stars”.



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



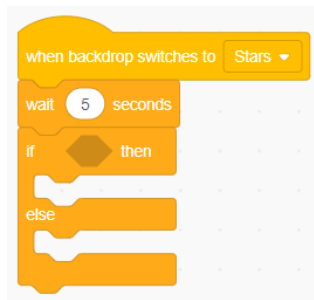
6. Drag it to your workspace and place it under the “When backdrop switches to _____” block and change the number of seconds to 5.



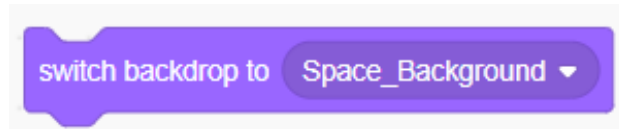
7. Go back to the “Control” category and find the “If _____ then else” block.



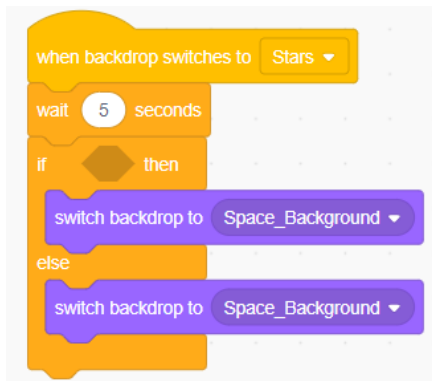
8. Drag it to your workspace and place it under the “Wait 5 seconds” block.



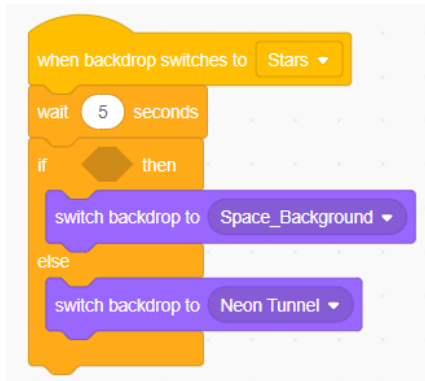
9. Go to the “Looks” category and drag two “Switch backdrop to _____” blocks to your screen.



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



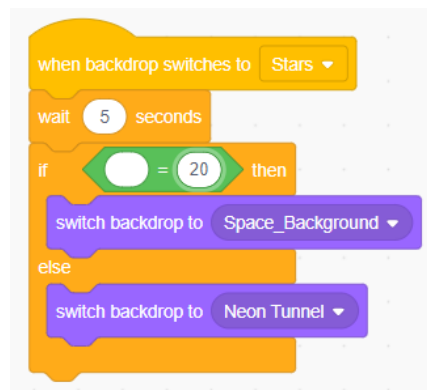
11. Change the second “Switch backdrop to _____” block to the “Neon Tunnel” backdrop or to the name of the second backdrop you used for the third level.



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



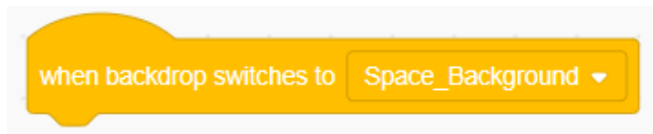
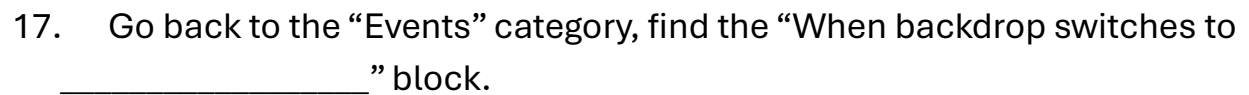
14. Drag it to your workspace and place it in the empty space of the “If _____ then else” block and change the 50 to a 20.



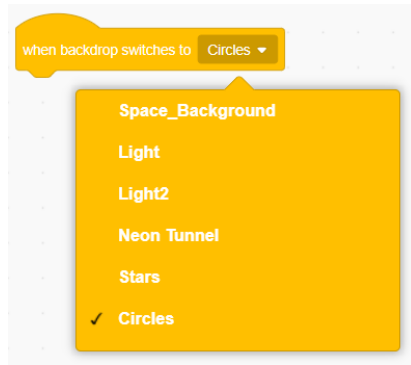
15. Next go to the “Variables” category and find the small block called “Score”.



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



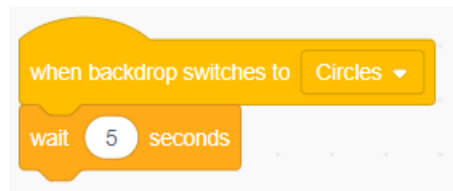
- [illegible]



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



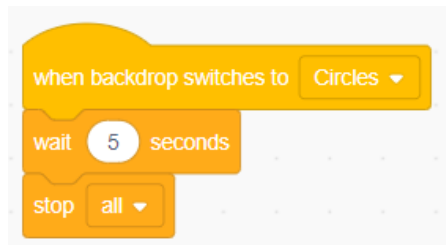
20. Drag it to your workspace and place it under the “When backdrop switches to ____” block and change the number of seconds to 5.



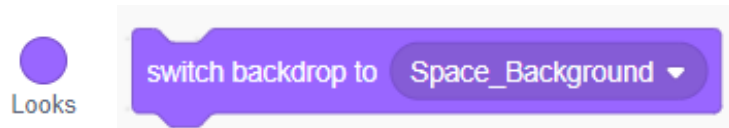
21. Still under the “Control” category scroll till you find the “Stop all” block.



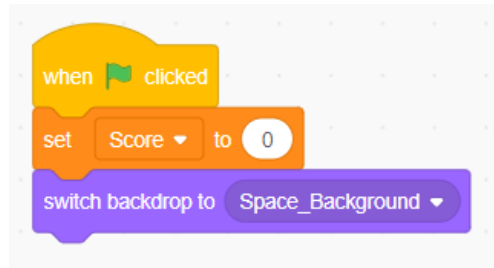
22. Drag it to your workspace and place it under the “Wait 5 seconds” block.



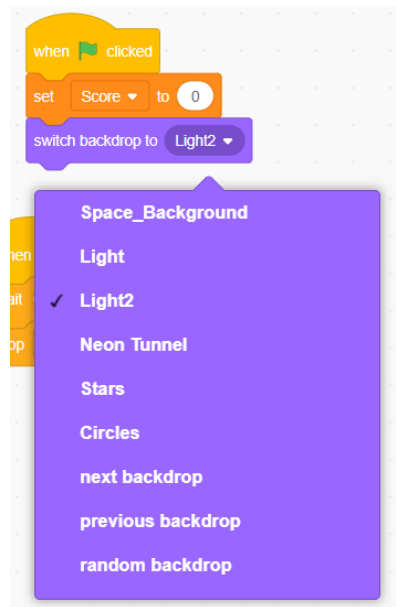
23. Finally, go to the “Looks” category and find the “Switch backdrop to ____” block again.



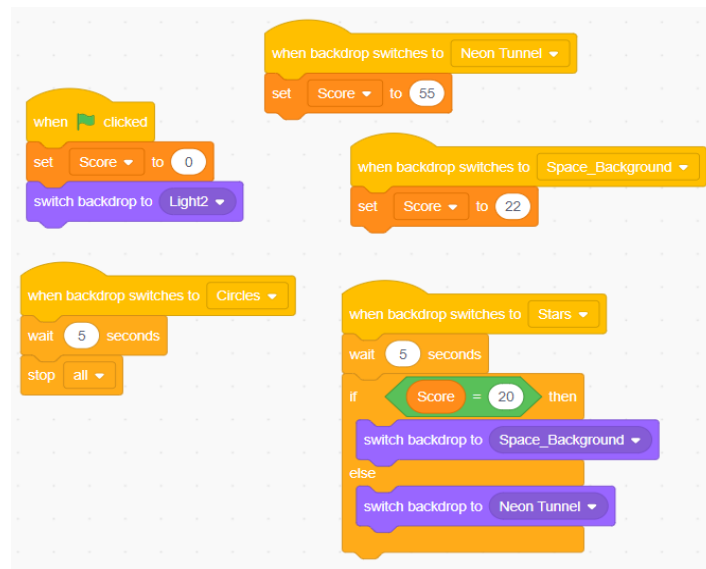
24. Drag it to your workspace and place it underneath the “Set Score to 0” block under the “When ____ clicked” block.



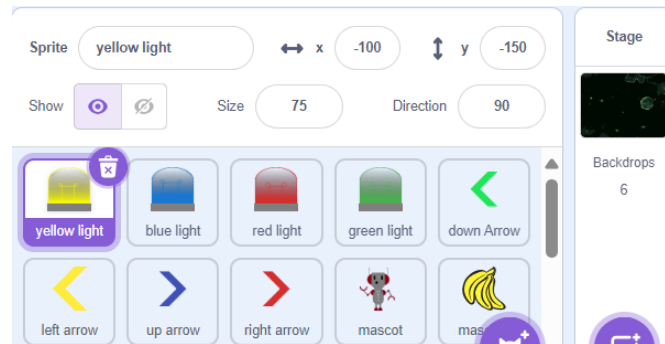
25. Click the dropdown arrow and change the backdrop to “Light2”.



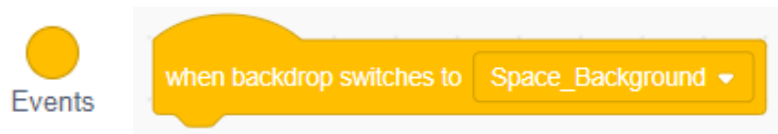
26. Your final workspace for the Stage sprite should look like this.



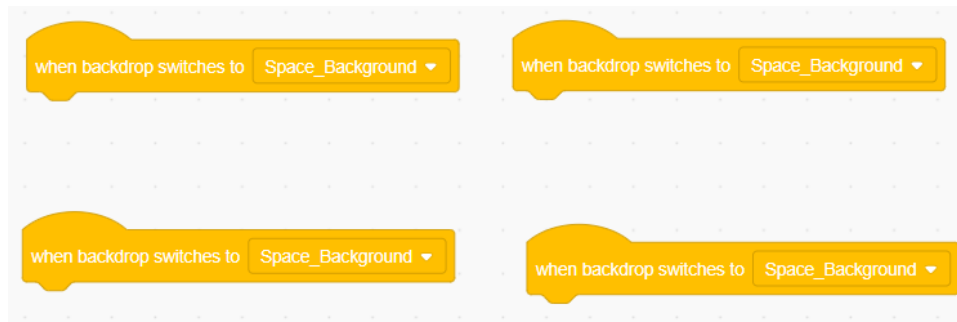
27. Now we need to add some code to the lightbulbs.
28. Click the yellow light bulb at the bottom of the screen.



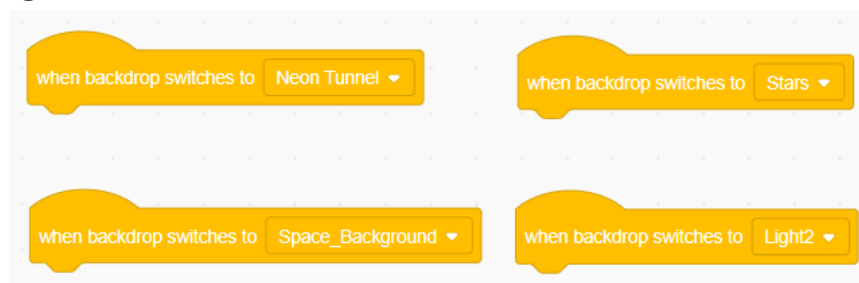
29. Scroll to the “Events” category and find the “When backdrop switches to _____” block.



30. Drag four of them to your workspace.



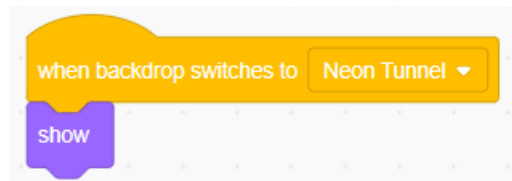
31. Change one of the backdrops to “Neon Tunnel”, the second one to “Stars”, and the third one to “Light2”. Leave the last block as “Space_Background”.



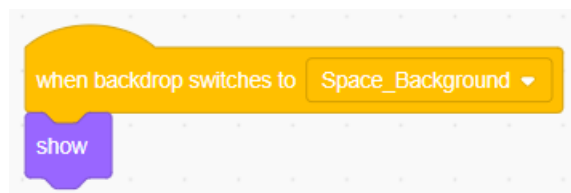
32. Next go to the “Looks” category and scroll down till you find the “Show” and “Hide” blocks.



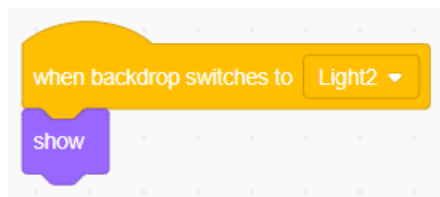
33. Drag three “Show” blocks and one “Hide” block to your workspace.
34. Put one “Show” block under the “When backdrop switches to Neon Tunnel” block.



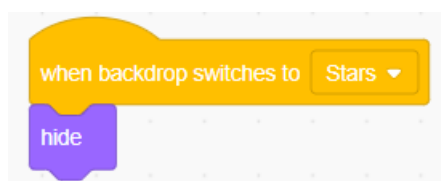
35. Put another “Show” block under the “When backdrop switches to Space_Background” block.



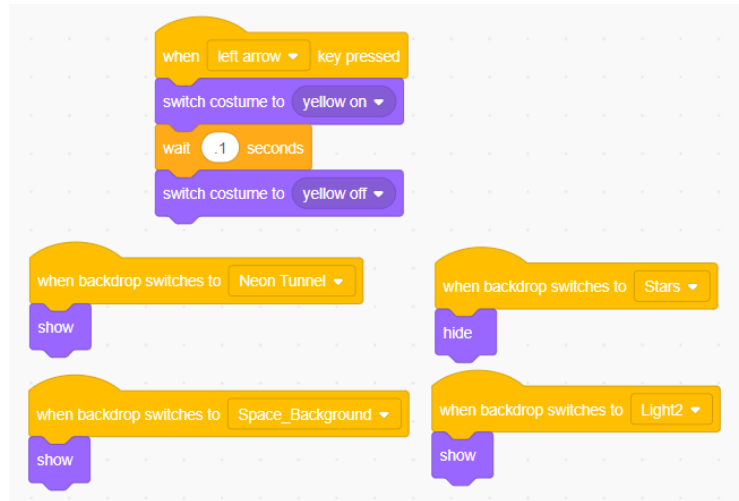
36. Finally put the last “Show” block under the “When backdrop switches to Light2” block.



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



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



Happy Coding!