

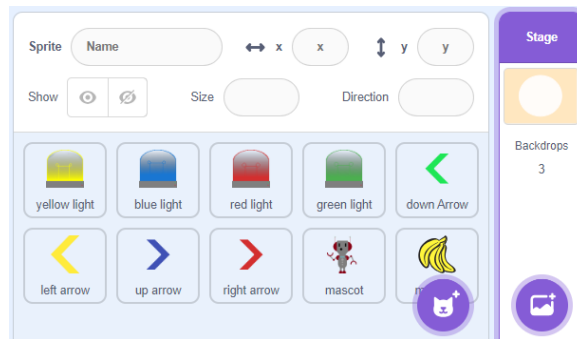
Extra LightUp Workshop – Clean Up Game

Part 1

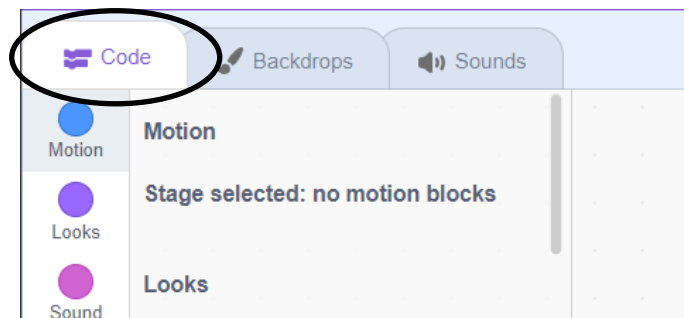
In this added workshop users will change the game to make the user's game experience better. The steps below are just a guide and you do not have to use the same numbers or Scratch blocks if you do not want to.

Guided Steps:

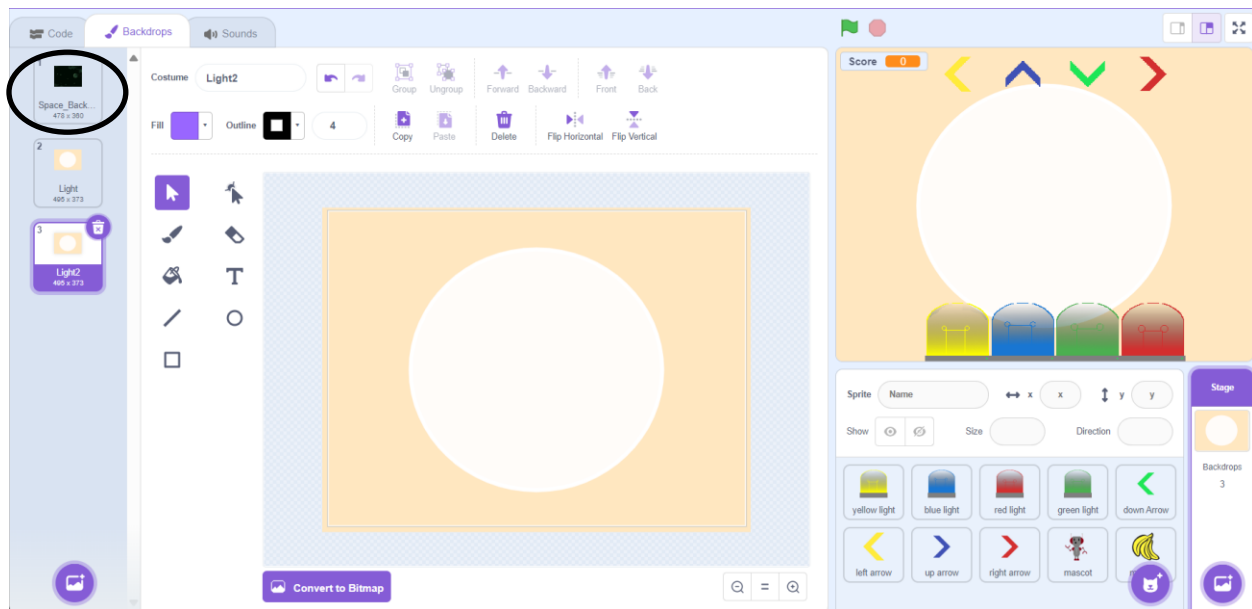
1. To start we will need to add more code to the Stage. Click the Stage sprite at the bottom of your screen.



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



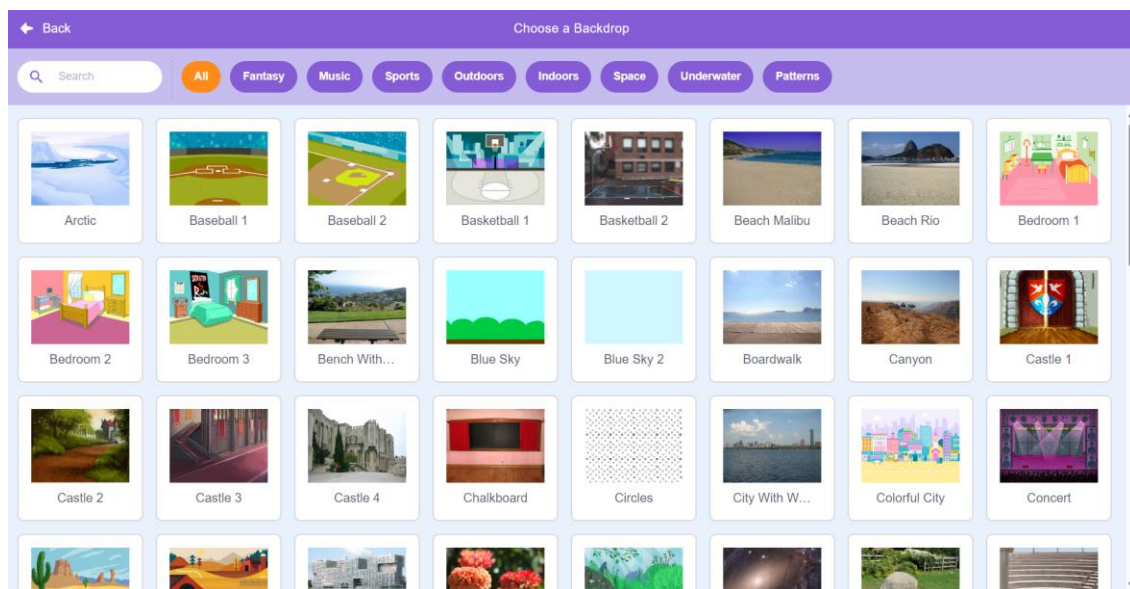
3. There you should see three backdrops present with the LightUp-2 one selected. What we want to select is the first one called “Space_Background”.



4. If you do not see the “Space_Background” no worries to get a new background hover over the “Choose a Backdrop” feature on the bottom left of your screen and click the search button when it appears.

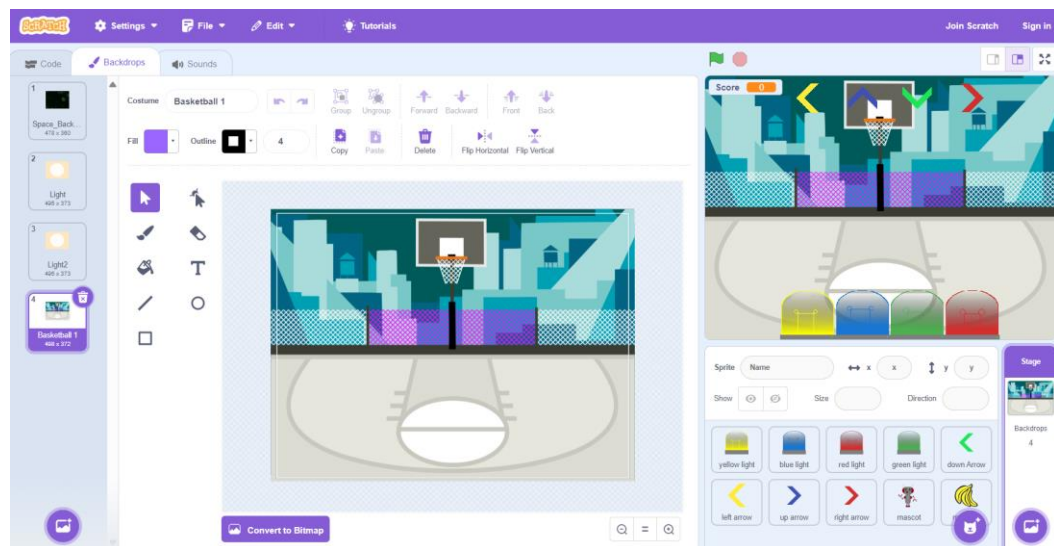


5. You should now be taken to a new page with lots of backdrops for you to choose from.



6. Scroll down to find more backdrops or use the search bar to find a backdrop you want to use.

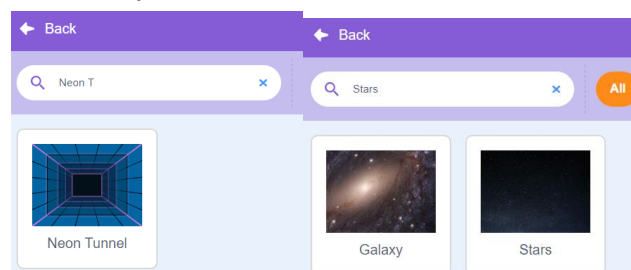
7. When you find one that you want and click it you should be taken back to your backdrop screen, where your new backdrop should be highlighted on the left and you should see the backdrop appear in the middle of your screen and the top right.

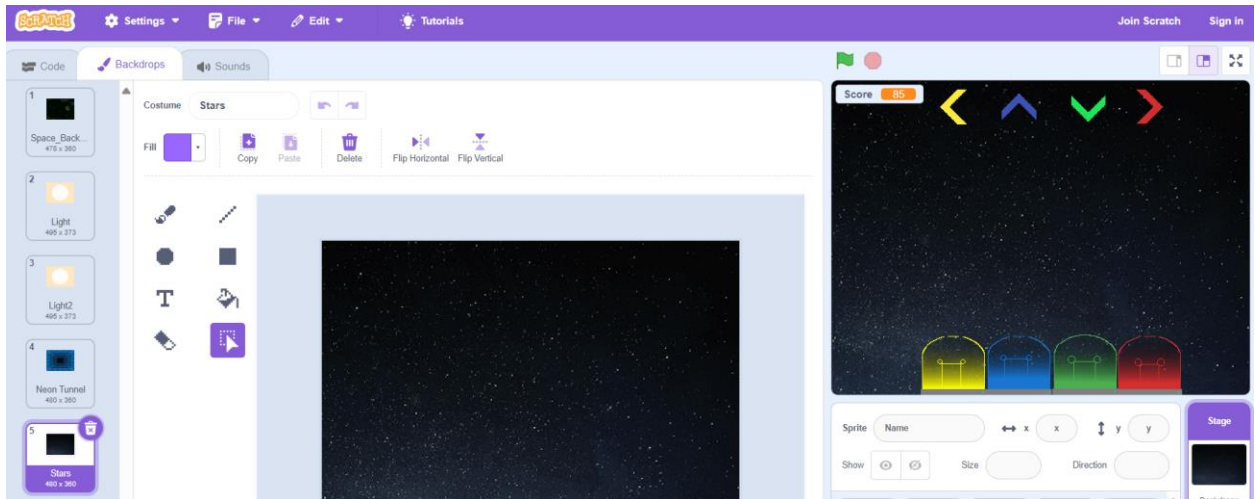


8. If you decide that you no longer want to use the backdrop, then select the little trash that will appear on the backdrop to delete it. For the purposes of this workshop, we will use the “Space_Background” instead but you may use whatever backdrop you wish.

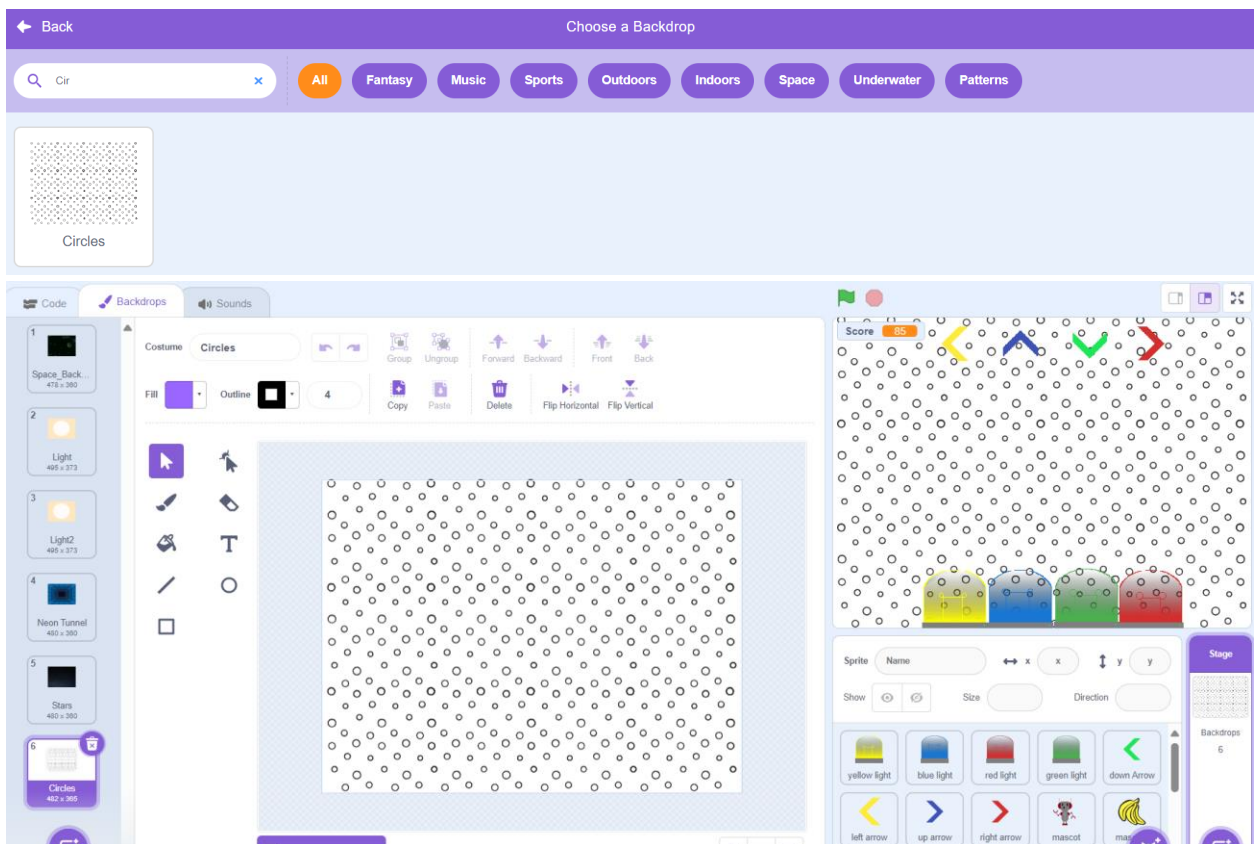


9. Scroll down to find more backdrops or use the search bar to find the backdrop called “Neon Tunnel” and “Stars”. Click it and you should be taken back to your Backdrops screen.





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

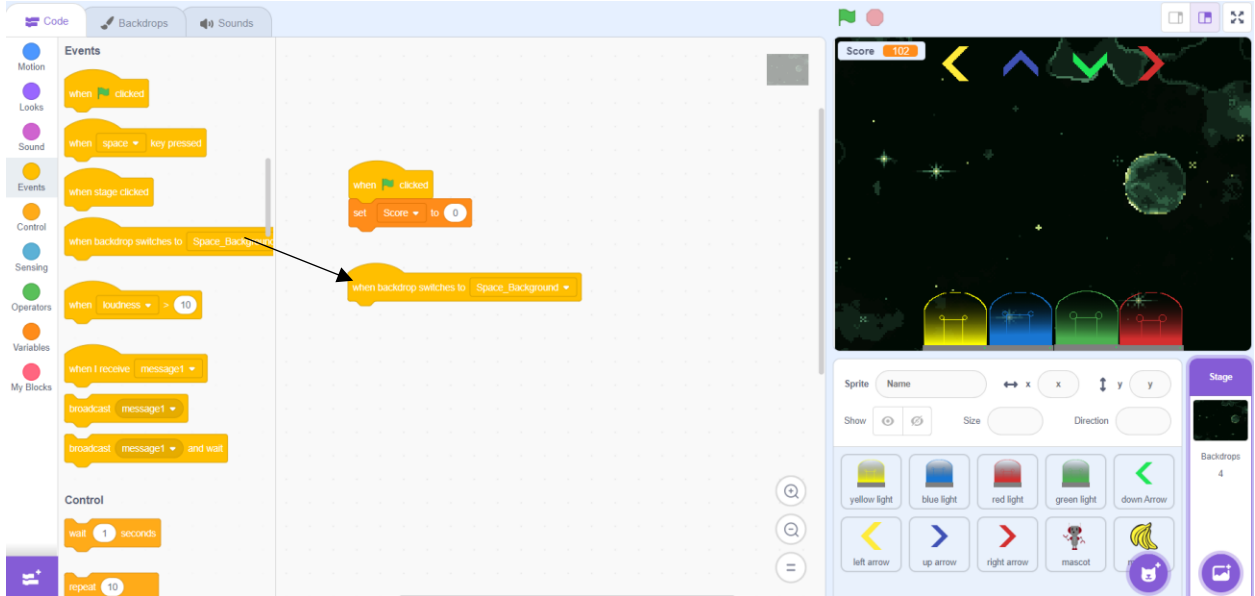


11. Select your “Space_Background” backdrop and go back to your “Code” banner.
12. In the “Events” category, find the “When backdrop switches to _____” block.

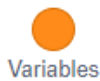


when backdrop switches to Space_Background ▾

13. Drag it to your workspace.

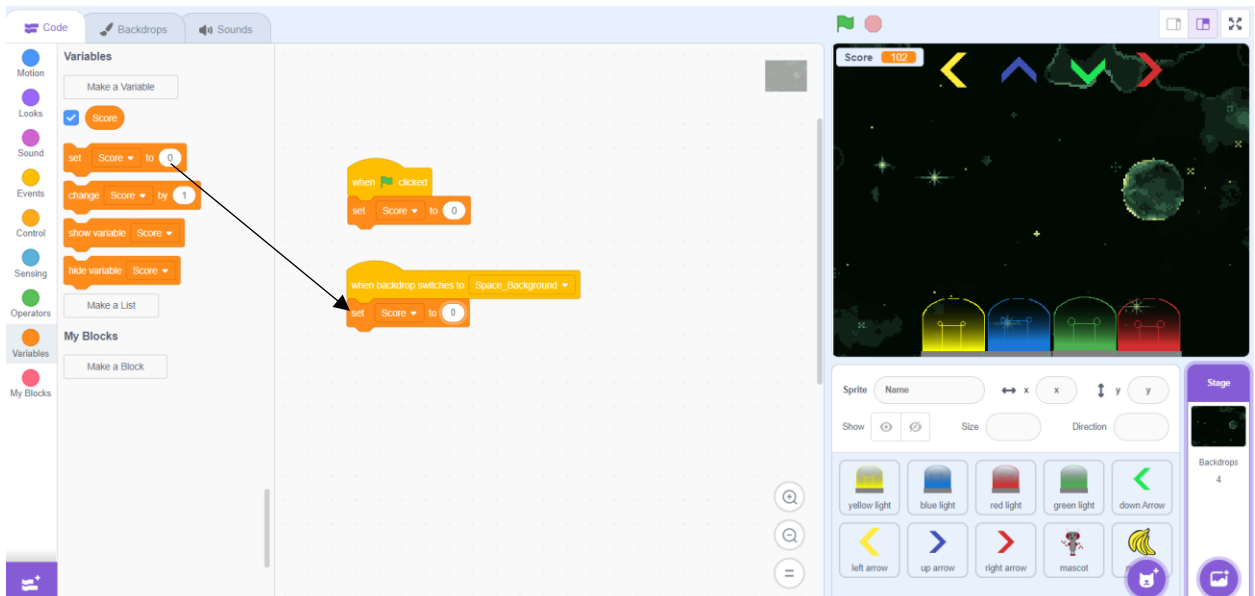


14. Next go to the “Variables” category and find the “Set _____ to _____” block.

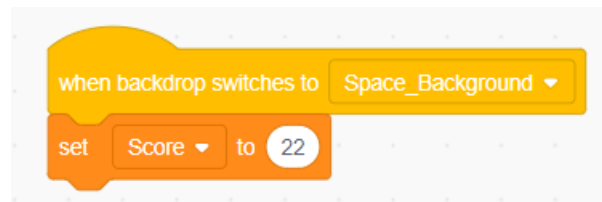


set Score ▾ to 22

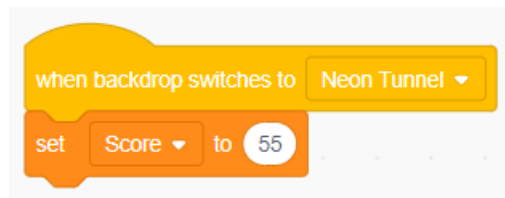
15. Drag it to your workspace and place it under the “When backdrop switches to _____” block.



16. Click the arrow on the “When backdrop switches to _____” block and select the new backdrop that you want to use such as “Space_Background” if it is not already selected. If you are using another backdrop, make sure to select that one.
17. Next, change the number for the “Set _____ to ____” block to any number between 21-25.



18. What we just did was let Scratch know that when the background switches we are going to give the user 1-5 extra points when they beat the first level, because 20 points is what the user needs to get to the next level.
19. Do the same steps again for when the backdrop switches to the “Neon Tunnel” and set their new score to any number between 51-55.



20. Now we will need to add the code for each of the arrow Sprites so we can add the logic to make sure we update a level for a user and let the user know.

Happy Coding!