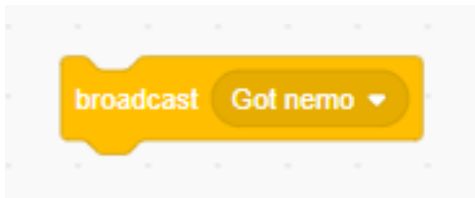


Ocean Rescue Commented Code

Ocean Rescue Commented Code



This means when the green flag is clicked, all the code attached to this block will execute.



This means when the code runs through this block, it sends a broadcast message which can be received in other parts of the program to trigger events.



This means when the designated broadcast is received, all the code attached to this block will execute.



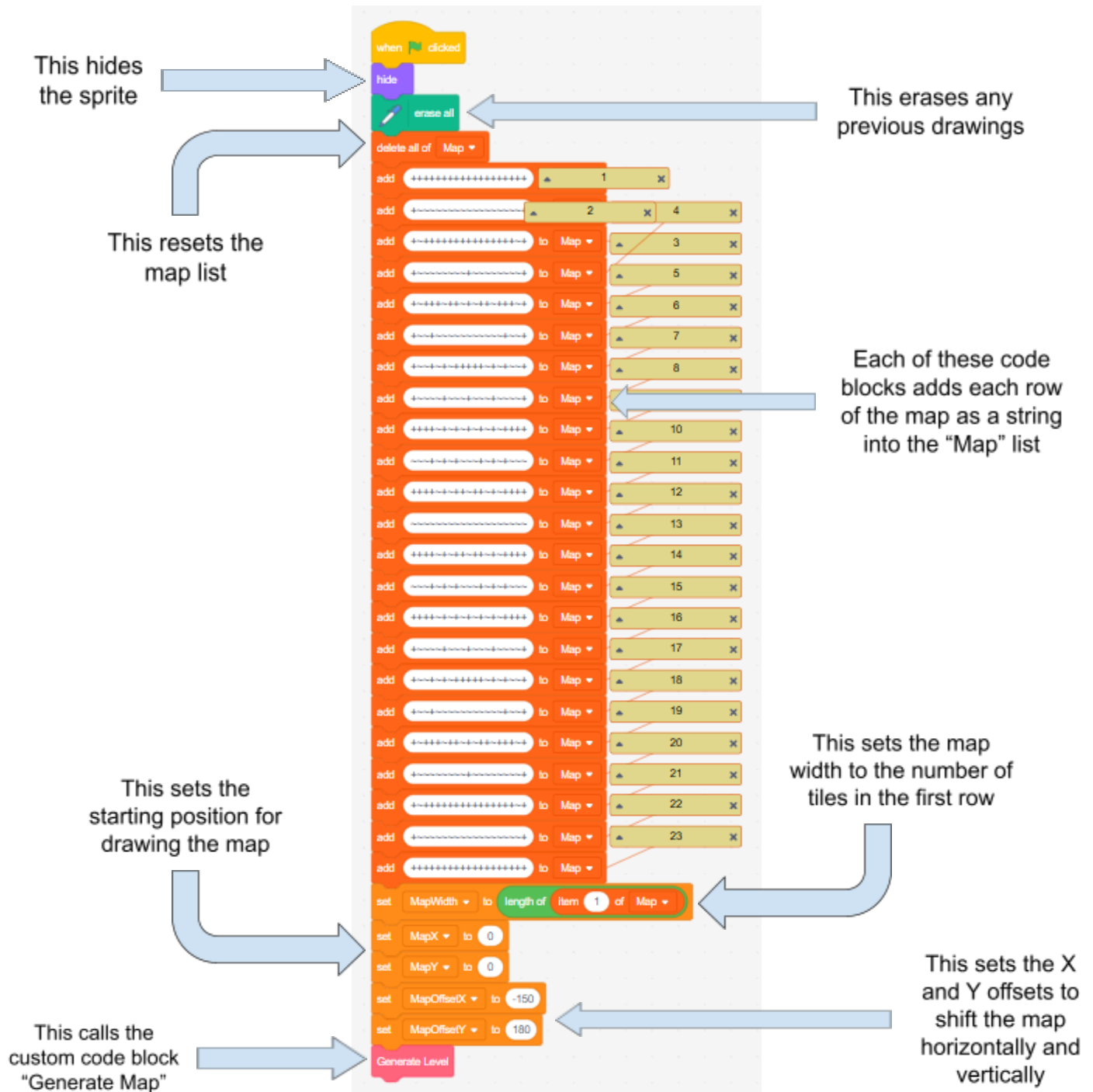
Anything put inside a forever loop will repeat forever until the game ends or the red flag is clicked.



An If-Then block will only run when the condition is met. If a condition is met, the code inside will execute until the condition is no longer met.

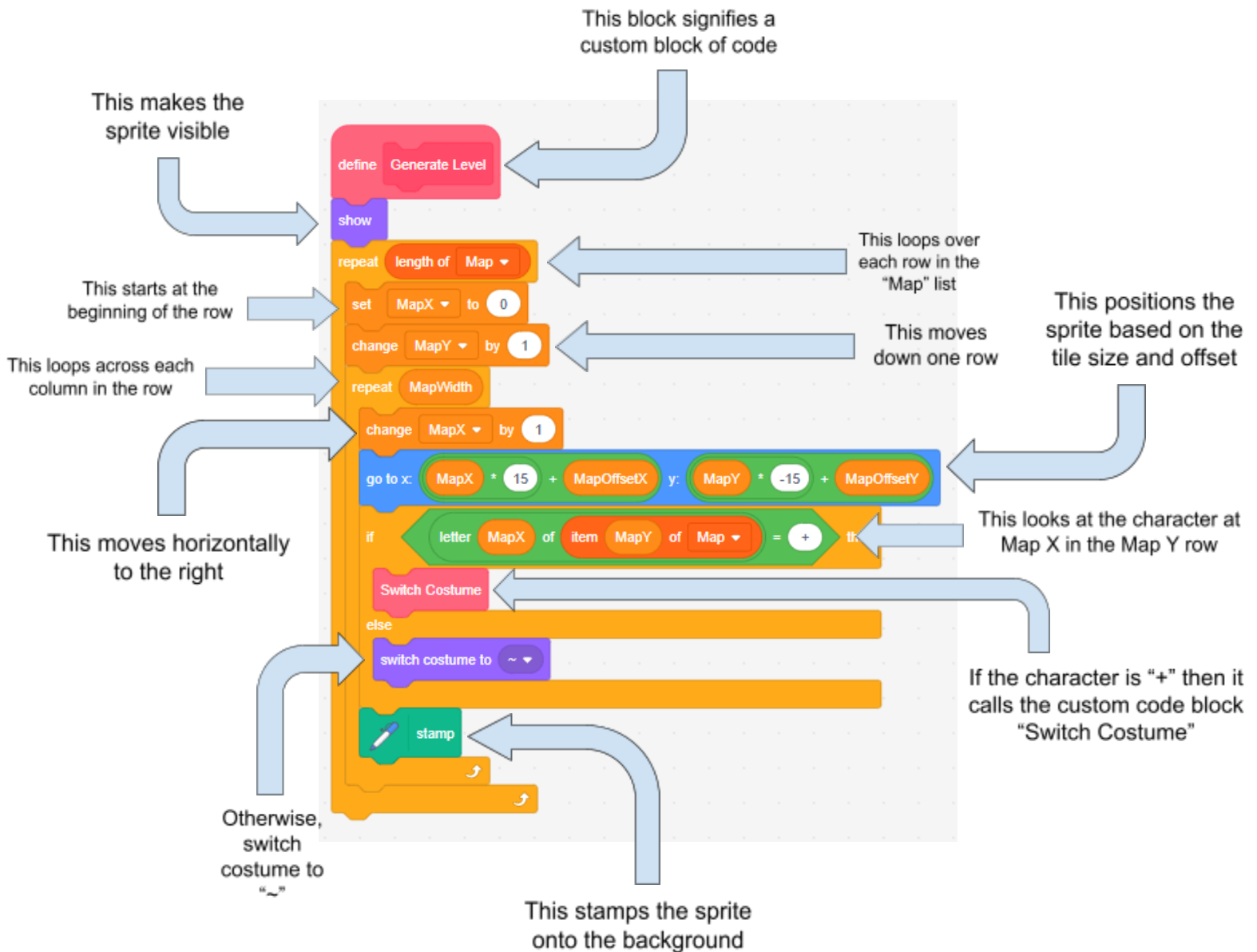
Map Build

This block of code sets up the blueprint to create the map.



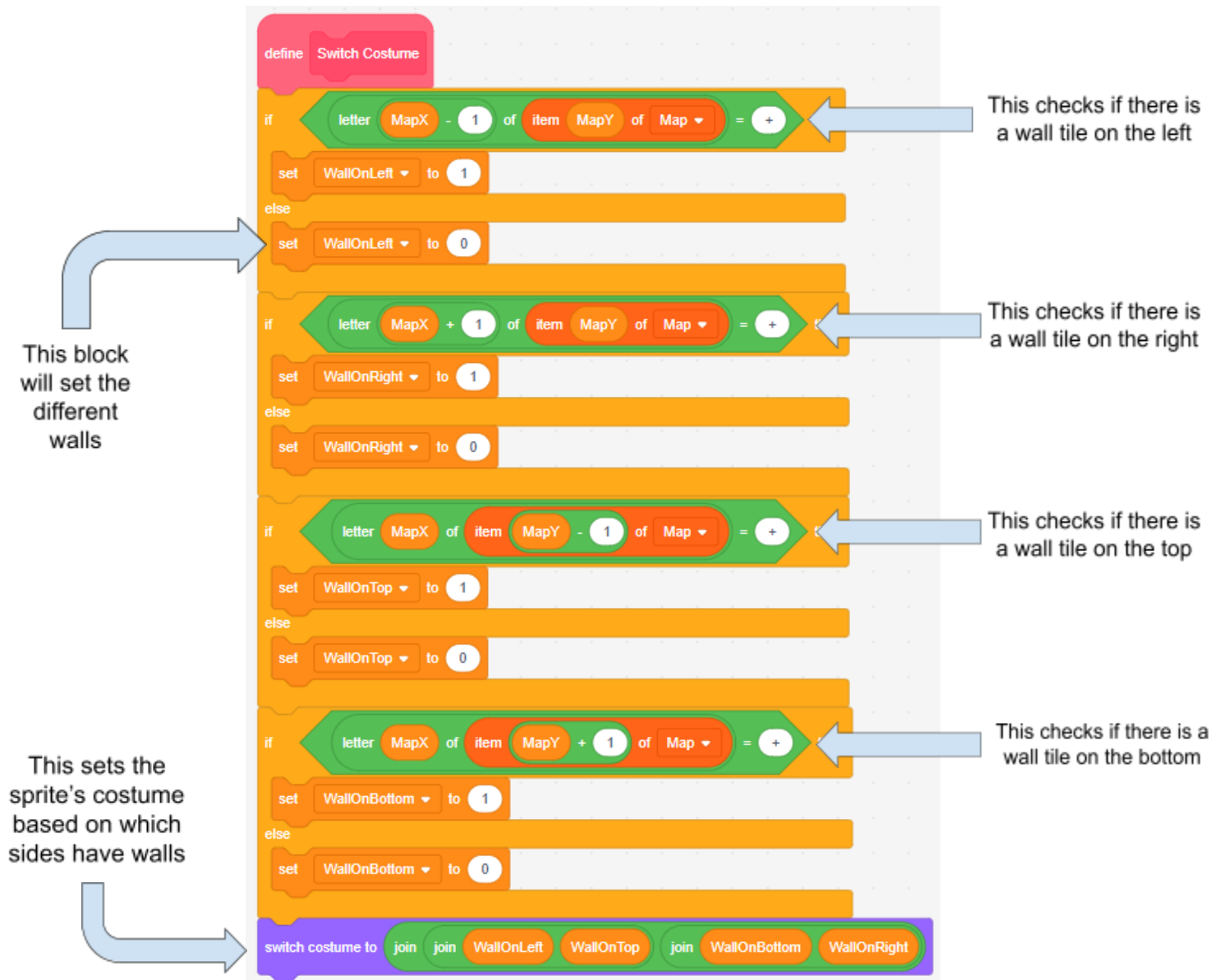
Generate Level

A custom code block used to generate the game map.



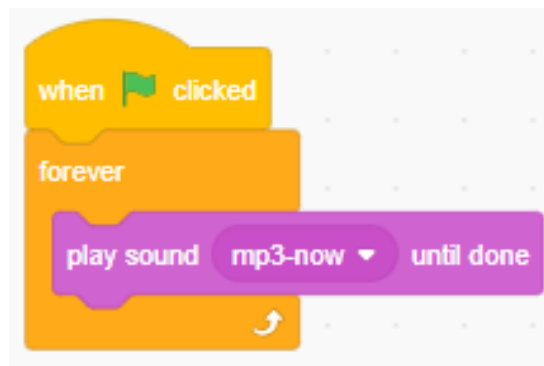
Switch Costume

A custom code block used to smoothly connect the game map components



Game Music

When the game starts, it will continue to play music.

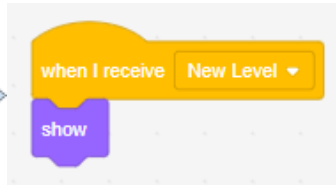


This will play the audio file on a forever loop as long as the game is running

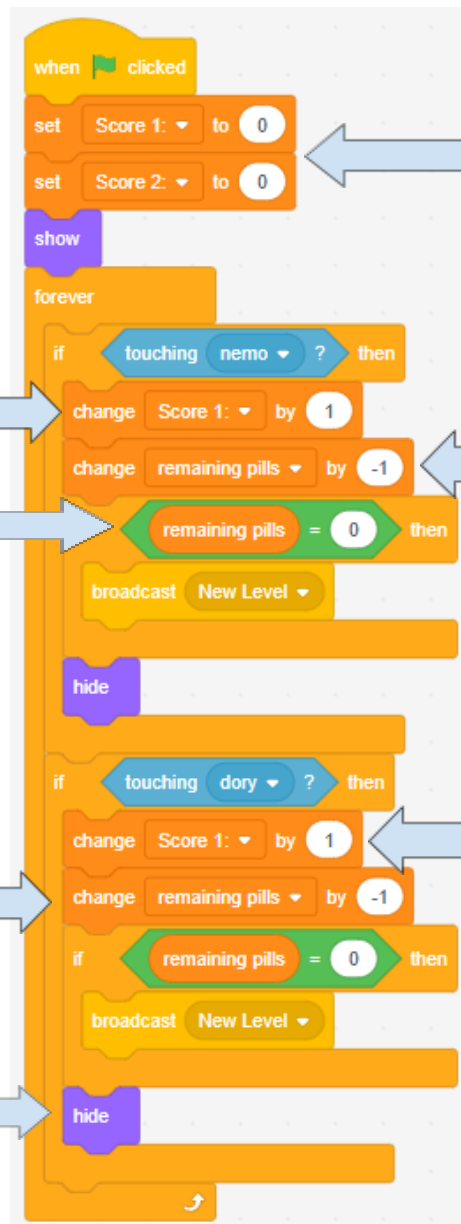
Pill Sprite

Sprites that can be collected by players for points.

When the broadcast message is received, the sprite will become visible



When the nemo sprite touches the pill sprite, add one point to the score



Sets the player's scores to zero

When the nemo sprite touches the pill sprite, decrease the total pill sprites on the map by one

When there are no more pill sprites, the next level is loaded

When the dory sprite touches the pill sprite, decrease the total pill sprites on the map by one

When the dory sprite touches the pill sprite, add one point to the score

When the pill sprite is touched, it will be hidden until the level is reset

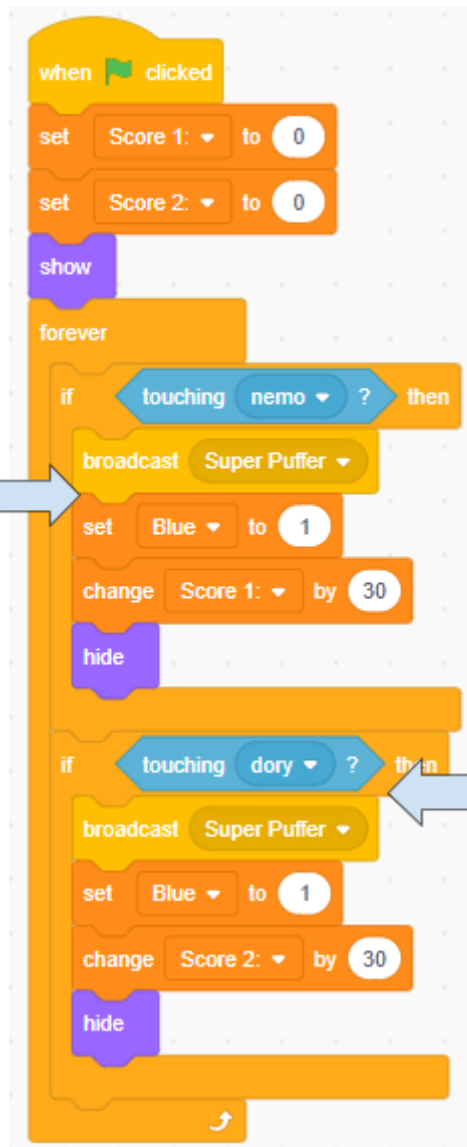
Super Puffer Sprite

Grants players the ability to take out enemy crabs and earn more points.

When the nemo sprite touches the super puffer sprite, broadcast the message and add points to nemo's score



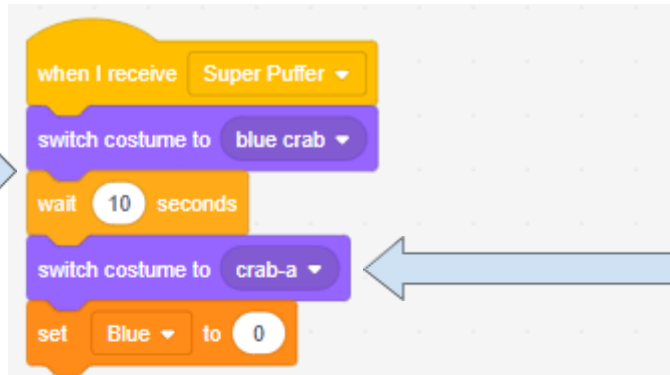
When the dory sprite touches the super puffer sprite, broadcast the message and add points to dory's score



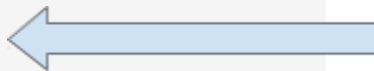
Crab Sprite Part 1/3

Enemies that deal damage to players.

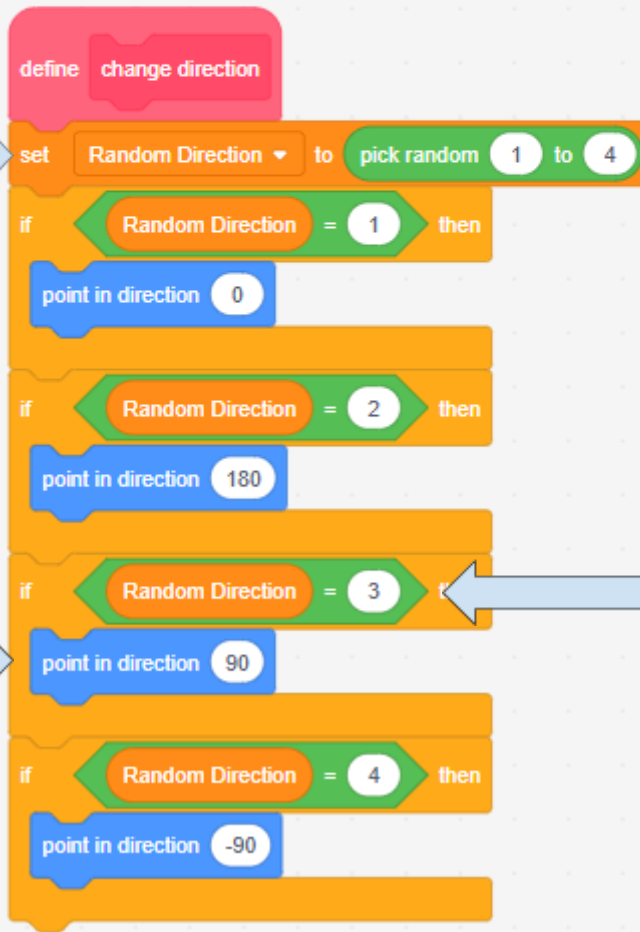
When the broadcast is received, turn the crab's costume for 10 seconds



The crab sprite returns to their default costume after 10 seconds



Sets a random direction between 1 to 4



When a specific number is chosen, the crab sprite will turn in the specified direction



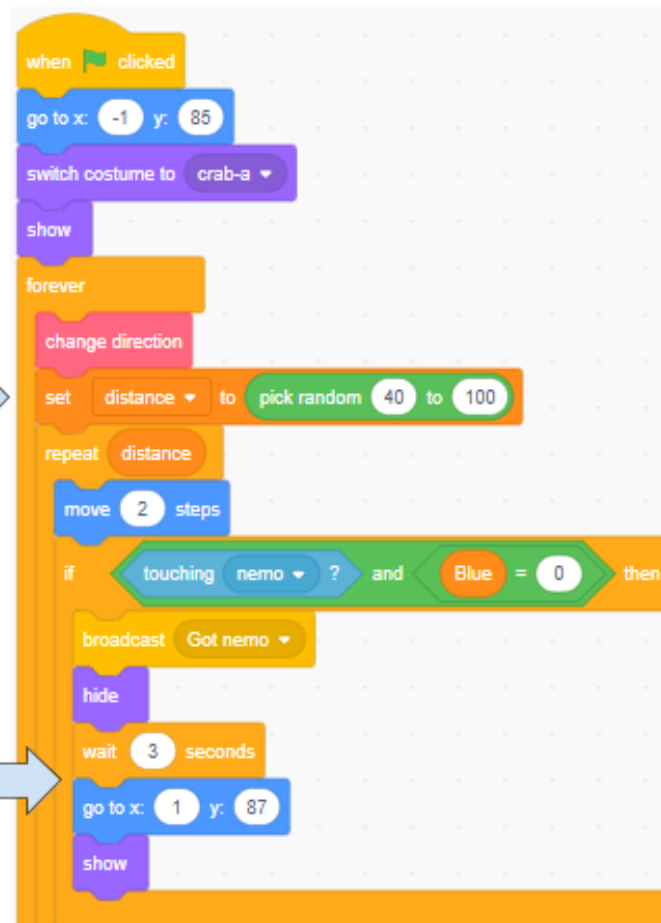
When the random direction is equal to 3, the sprite will point in the direction of 90 degrees



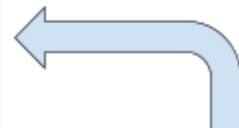
Crab Sprite Part 2/3

Enemies that deal damage to players.

Using the Change Direction code block and random distance, the sprite is able to move around the map



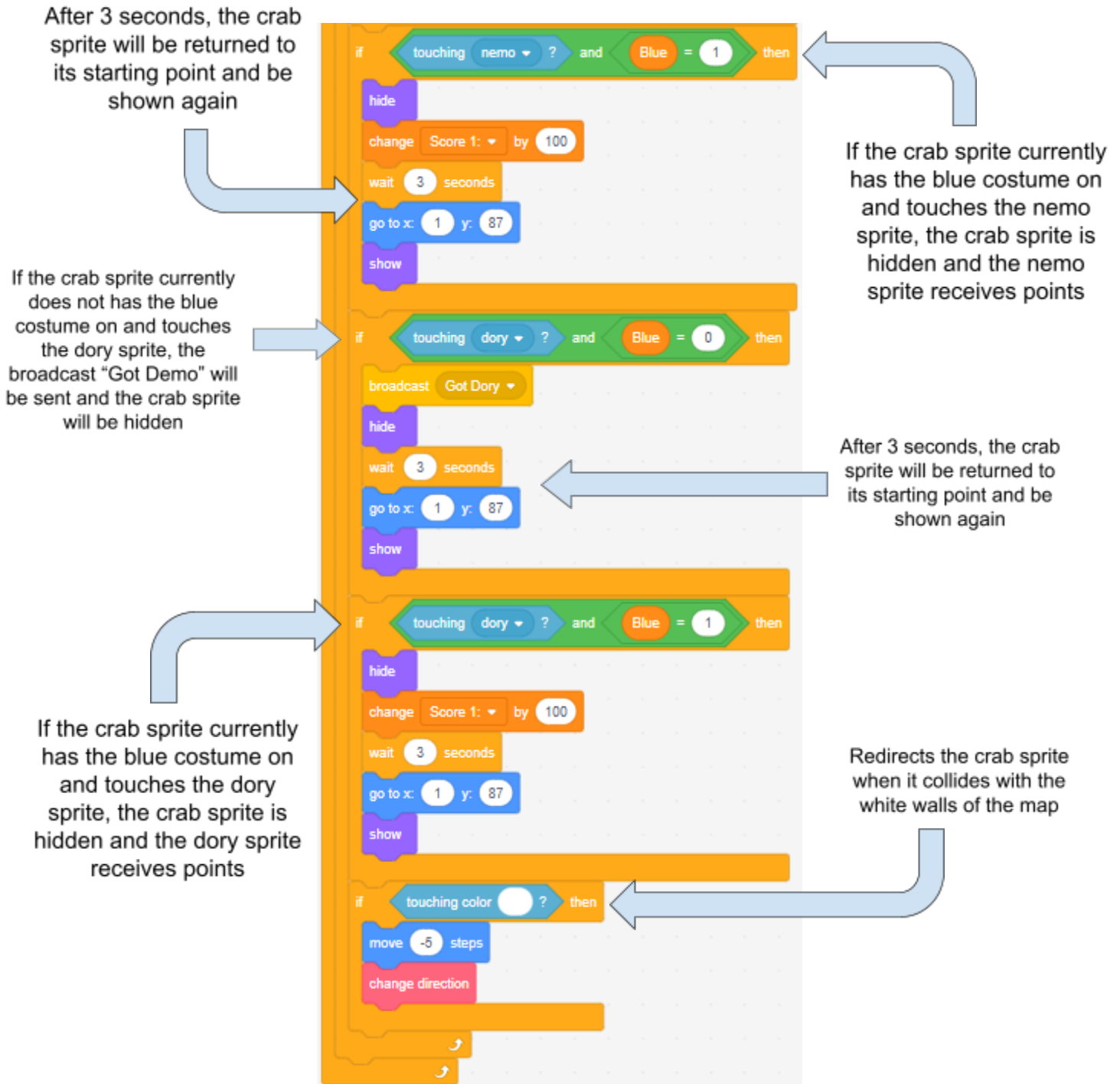
After 3 seconds, the crab sprite will be returned to its starting point and be shown again



If the crab sprite currently does not has the blue costume on and touches the nemo sprite, the broadcast "Got Nemo" will be sent and the crab sprite will be hidden

Crab Sprite Part 3/3

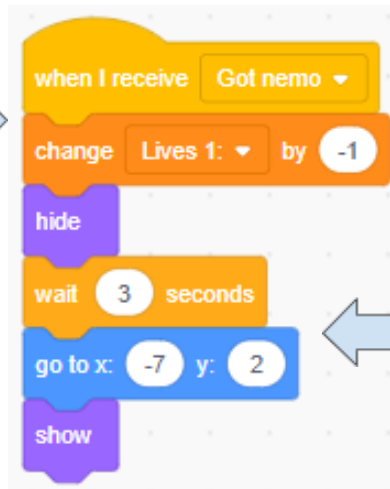
Enemies that deal damage to players.



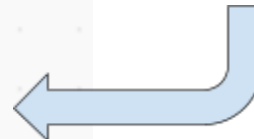
Nemo Sprite Part 1/3

Playable sprite using arrow keys

When the broadcast "Got Nemo" is received,
subtract 1 life

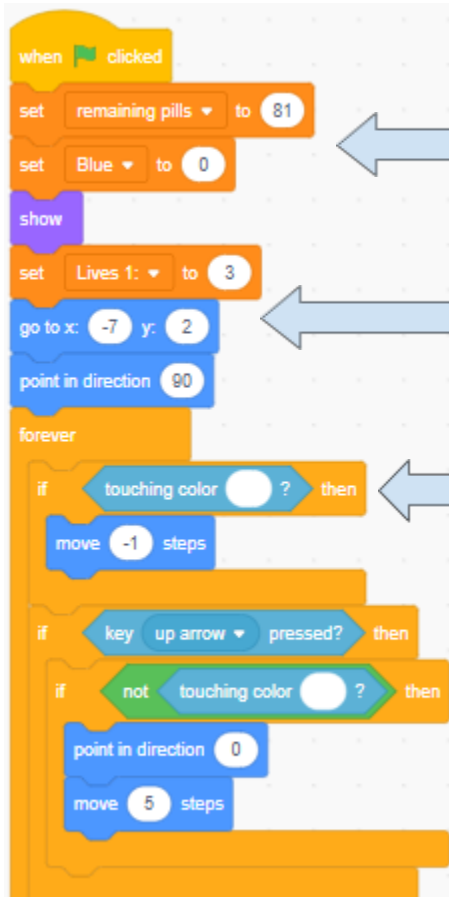


Hide the sprite for 3
seconds before returning
it to its starting position
and being shown again



Nemo Sprite Part 2/3

Playable sprite using arrow keys

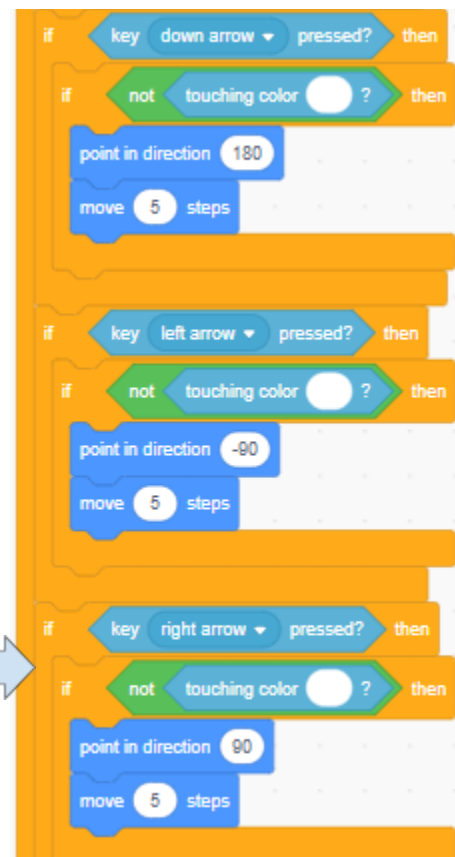


When the green flag is pressed, sets the amount of remaining pills to 81 and sets the crab sprite costumes to their default

The sprite will be shown, lives are set to 3, and it is positioned at the start, facing the right

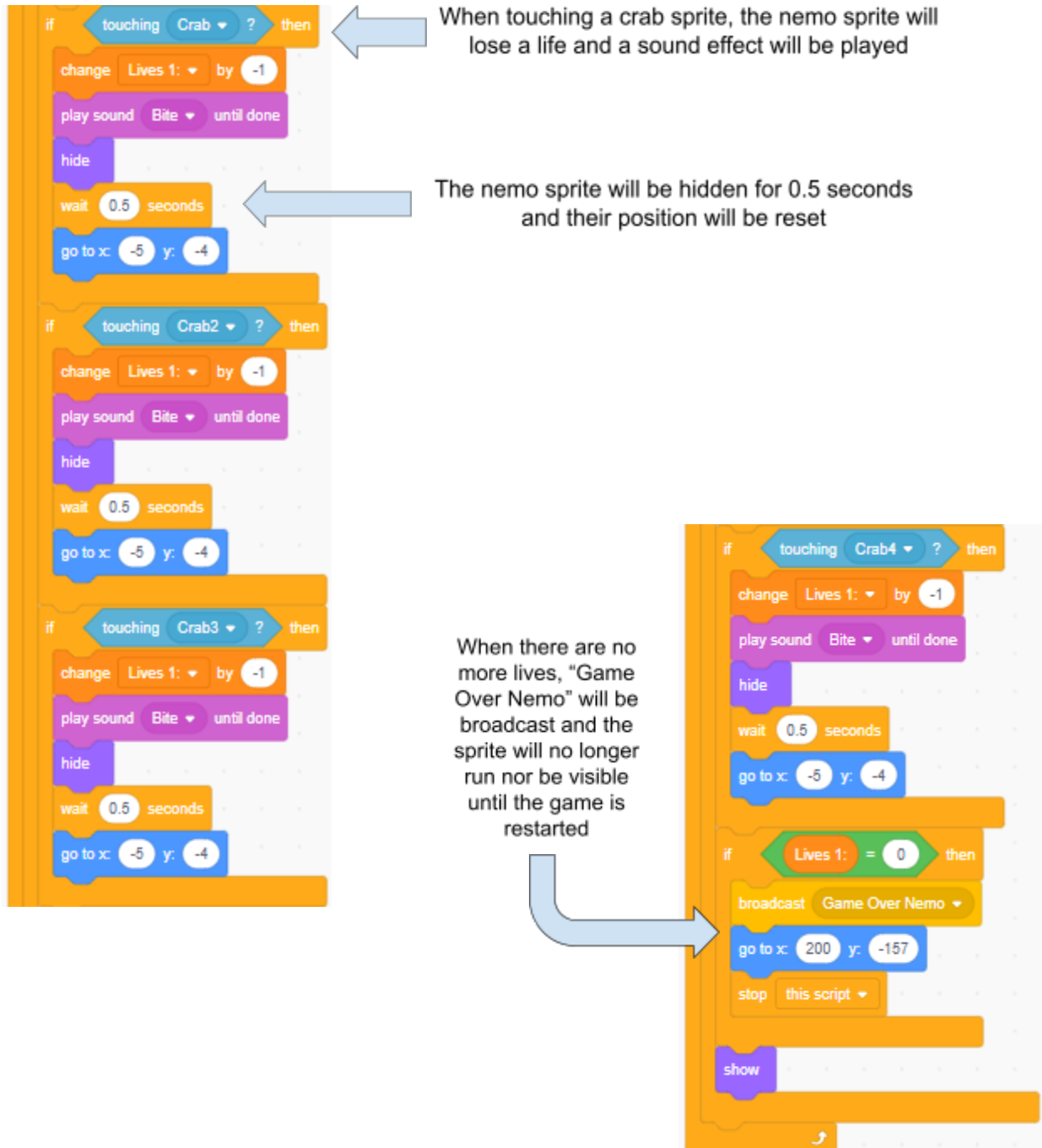
If the sprite touches the wall, it will bounce back -1 steps

When the specified arrow button is pressed, the sprite will move 5 steps in that direction as long as it's not bumping into the walls



Nemo Sprite Part 3/3

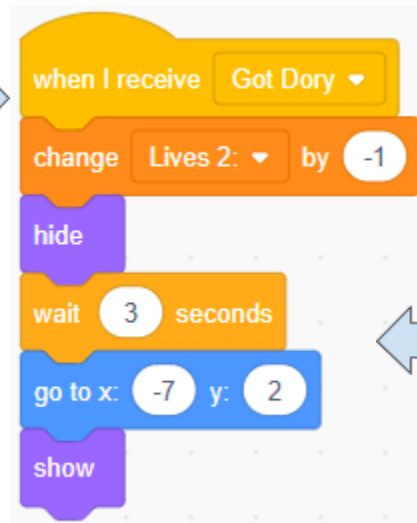
Playable sprite using arrow keys



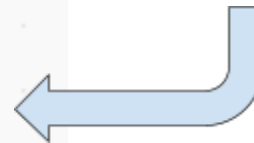
Dory Sprite 1/3

Playable sprite using WASD keys

When the broadcast "Got Dory" is received, subtract 1 life

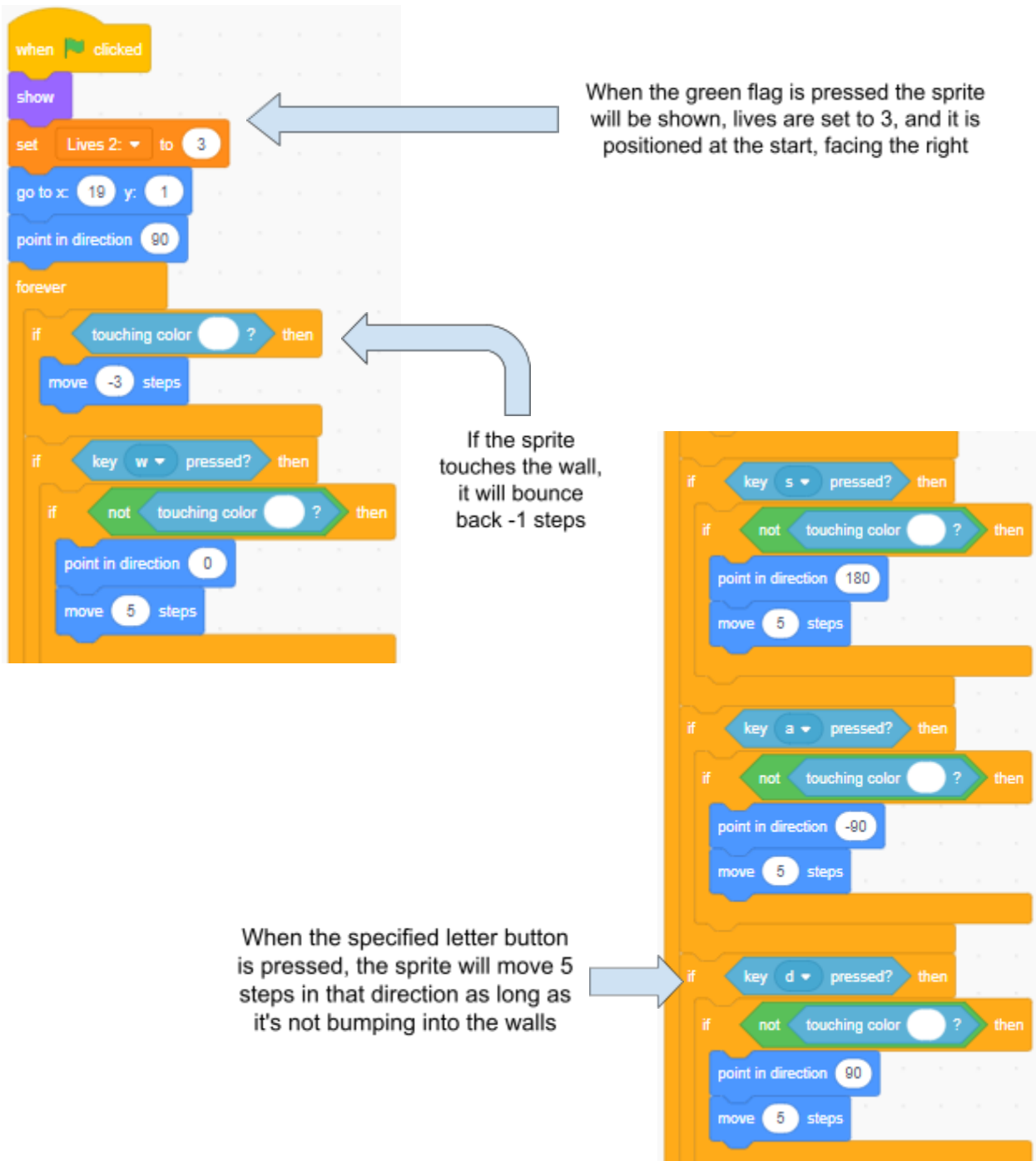


Hide the sprite for 3 seconds before returning it to its starting position and being shown again



Dory Sprite 2/3

Playable sprite using WASD keys



Dory Sprite 3/3

Playable sprite using WASD keys

