Clone Wars — Notes for Club Leaders

Introduction:

In this project children will learn how to make a game, in which the player controls a spaceship that can fire lightning bolts at enemies.

Resources

For this project, Scratch 2 should be used. Scratch 2 can either be used online or offline.

You can find a completed version of this project online, or it can be downloaded by clicking the 'Download Project Materials' link for this project, which contains:

- CloneWars.sb2

Learning Objectives

- This project consolidates learning of previous programming skills learnt, and demonstrates how sprites can create clones of *other* sprites, and how multiple clones can be used as projectiles.

Challenges

- "Fixing the lightning" - using a `wait` block to reduce the frequency of the lightning;
- "Lives and score" - creating `lives`, `score` and `highscore` variables;
- "Improve your game" - adding extra enemies, health packs, etc.