# Screen Shots and Code Shots Name: Kevin Baron

**Note: Final Project and Evaluation are due on Wed, Nov 23.**

You need a screen-shot and a code-shot for each of your **main** scenes and code.

## Directions:

1. Make a ProjectImages Folder
2. Launch your Scratch Project
3. Right click a blank part of your code area. Name and Save image to your new folder
4. Right click the stage area. Name and Save image to your new folder
5. Insert your images into this Word Document
6. Insert, Picture
7. Type an explanation

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|  | Red Dude  Where he is is represented by a room #, which starts off as 1. He begins with $0 and there are 4 Enemies Out and about, in various other rooms. His ghost effect is related to whether or not he is flashing (he flashes a couple of times when he touches an enemy. He should always be in front of all other sprites and he always points (aims towards the mouse pointer).  Speed  He always moves SPEED steps and the Z key toggles the speed between 4 and 8. |
|  | Movement  The W key moves the red dude up by SPEED (set above) steps unless touching black, in which case he move SPEED steps in the opposite direction.  The same technique is used for A, S, and D in their respective directions. |
|  | Respawn  If ever you were to get stuck on something black and unable to move, you could always press X to go back to room 1  Life  You begin with 3 lives. When you have more than one life and you touch an enemy (condition is below script block—to be inserted once I include all enemies (Enemy1, Enemy2, Enemy3… and so on)), you lose a life and flash. When you have 0 lives, you become a ghost and are transparent. |
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