



# Assignment Balloon Pop



The goal of 'Balloon Pop' is to pop the blue balloons. Popping a blue balloon will give you 1 point, popping another color will result in 2 penalty points.

The red marker will pop the balloons and is moved by your hand with the leap motion.

To start making this game open 'BalloonPop.sb2'.



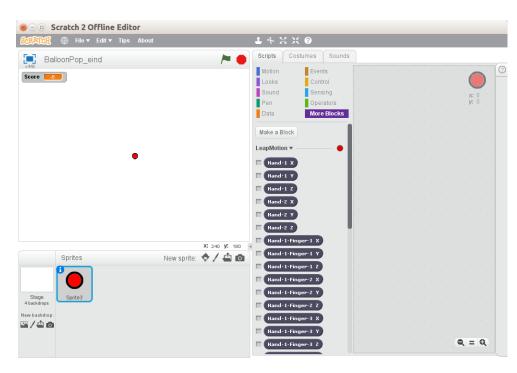


We're going to move a sprite on the screen with the leap motion.

Choose a sprite or make one your self. We are going to use the sprite to pop the balloons.

In the screenshot on the right you see a red dot we created our self.

Let the sprite move with the leap motion when you start the program (click the green flag).



```
when clicked x: 0 y: -178

forever

go to x: Hand-1 X y: Hand-1 Y
```



Add a balloon sprite.

Let the balloon move up when the program is started.

Try to make the speed the balloon rises a bit more random.

When the balloon is at the top of the screen the balloon should disappear. Try to change the start position of the balloon at the bottom of the screen.



```
when clicked

forever

change y by pick random 1 to 8
```

```
go to x: pick random -240 to 240 y: -180
```



We need more balloons!

With the following change 100 balloons will start.

When the red dot hits the balloon, the balloon should hide and make a 'pop' sound.

```
when clicked

repeat 100

create clone of Balloon1

go to x: pick random -240 to 240 y: -180

wait 0.2 secs

when I start as a clone

forever

change y by pick random 1 to 8
```

```
when I start as a clone

forever

change y by pick random 1 to 8

if touching Sprite1 ? then

play sound pop v

hide
```



The balloons that arrive at the top of the screen and didn't pop should disappear

when I start as a clone

forever

change y by pick random 1 to 8

if touching Sprite1 ? then

play sound pop Y

hide

if y position > 180 then

hide

delete this clone

else

With the following code the sprite will get a random size and color.

```
next costume
set size to pick random 60 to 110 %
```



### Counting points!

Make a variable Data element with the name 'score'.

The score will be visible on the screen, with the following code the score will start at 0



1 Point -2 Points

```
if costume # = 1 then

change Score ▼ by 1

else

change Score ▼ by -2
```



The Balloon pop game is almost ready! Lets implement counting the points when the balloon is hit





Lets set a nice background

There is enough choice









atom playground

baseball-field

basketball-court1-a

basketball-court1-









beach malibu

bedroom1

bedroom2

bench with view









berkeley mural

blue sky

boardwalk

rick wall and stair









### Finished?

What things do you like to add to make the game more fun or more difficult. Think about things like:

- Smaller balloons
- Speed
- Sideways movement of the balloons.





