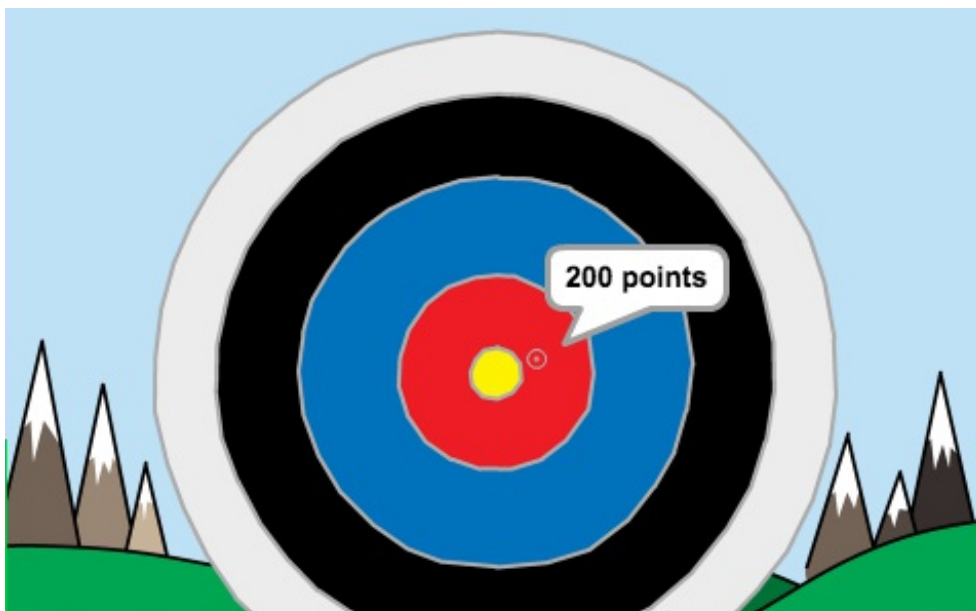


## Introduction

You are going to learn how to create an archery game, in which you have to shoot arrows as close to the bullseye as you can.



## Step 1: Aiming arrows

Let's start by creating an arrow that moves around the screen.

### ✓ Activity Checklist

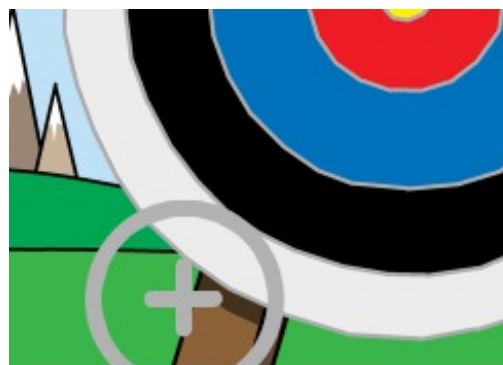
- ☐ Open the 'Archery' Scratch project. Your club leader will give you a copy of this project, or you can open it online at [jump.to/cc/archery-resources](https://jump.to/cc/archery-resources).
- ☐ When your game starts, broadcast a message to shoot a new arrow.



- Once this message has been received, set the arrow's position and size.



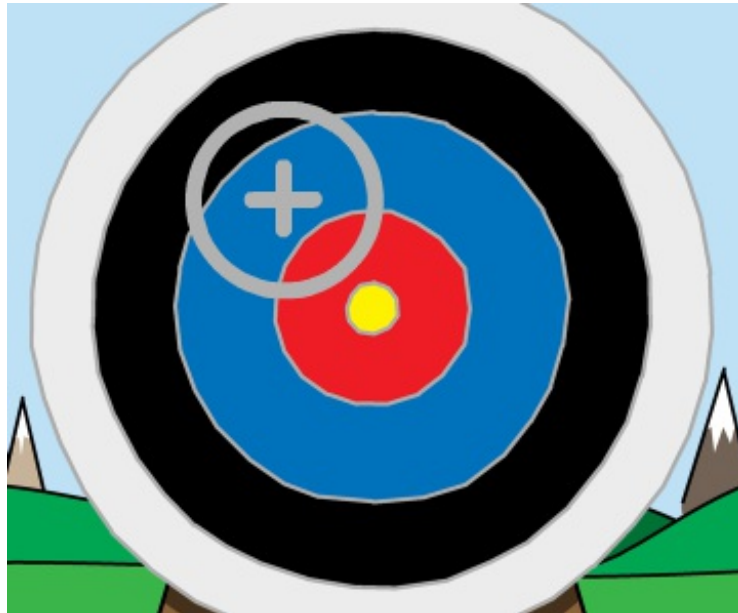
- Click the green flag to test your game. You should see your arrow get bigger and move to the bottom-left of the stage.



- Add code to your arrow so that it **glide**s randomly around the stage **forever**.



- Test your game again, and you should see your arrow move randomly around the stage.



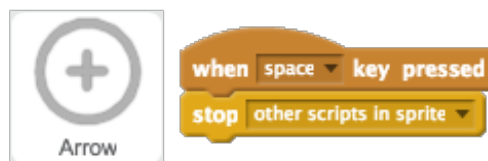
**Save your project**

## Step 2: Shooting arrows

Let's code your arrow to shoot when the space bar is pressed.

### ✓ Activity Checklist

- ☐ Stop the other script (the one moving the arrow) when the space bar is pressed.



- ☐ Test your project again. This time, your arrow should stop moving **when the space bar is pressed**.
- ☐ Animate your arrow, so that it looks like it's moving towards the target.



- Test your game again. This time, when you press the space bar you should see your arrow get smaller, as if it's moving towards the target.



- Once your arrow is at the target, you can tell the player how many points they have scored. For example, they could score 200 points for hitting the yellow.



- You can also play a sound if they hit the yellow.



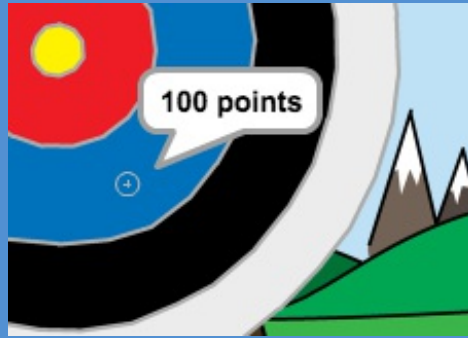
- ☐ Finally, you need to broadcast the `new arrow` message again to get a new arrow.



**Save your project**

## Challenge: Different scores

Can you add code to your game, so that you get a different score for hitting different parts of the target?



**Save your project**