Here are the simple rules for this Speed Code Challenge:

What you need:
- One speed code challenge booklet for each coder.
- Each coder will need to create the variables first.

How to play:

1. **One Coding Booklet Each:** Each coder will get ONE booklet with the code you need to make the "Snake" game.

2. **Your Task:** Working alone, **Complete** the program in the booklet to get the Snake game working. Write the code and create the game exactly as it is shown in the booklet; do not use your own code or use different costumes/variables/stages.

3. **First Three Wins!** The first three coders who complete the code (exactly as it is shown in the booklet) will win an award certificate.

4. **Tell Your Mentor:** As soon as you are finished, shout out to one of the CoderDojo mentors so they can check your code!
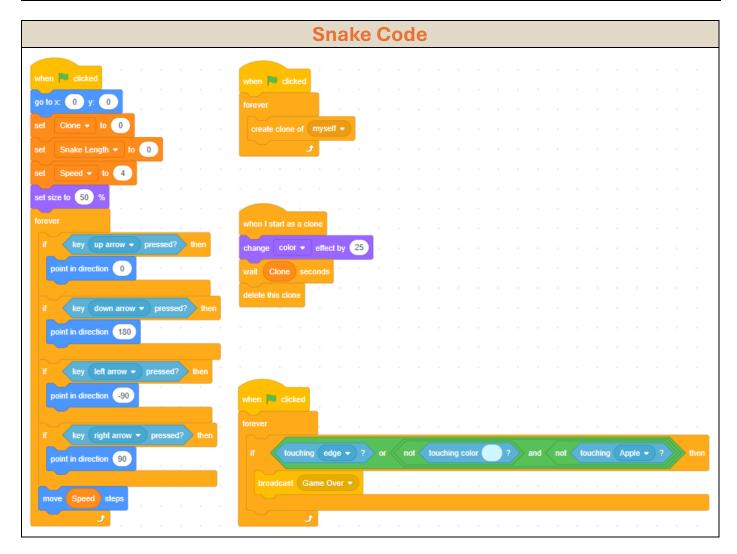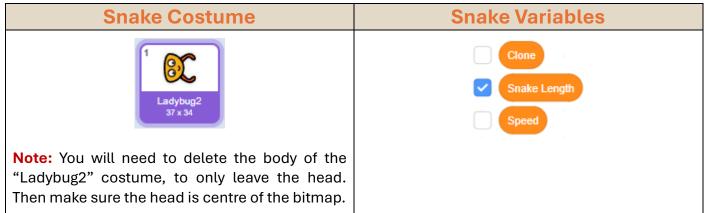
Important Things to Remember:
- Be fair, be patient and no cheating!
- Do not start coding until the mentor has shouted "Start the challenge"!
- Try your best to understand the code and complete it yourself, but remember it's okay to ask a mentor for help if you're stuck.
- Have fun and see how fast you can code… Good Luck Coders!

Snake Code

```
when 🚩 clicked
go to x: 0 y: 0
set Clone ▾ to 0
set Snake Length ▾ to 0
set Speed ▾ to 4
set size to 50 %
forever
    if < key up arrow ▾ pressed? > then
        point in direction 0
    if < key down arrow ▾ pressed? > then
        point in direction 180
    if < key left arrow ▾ pressed? > then
        point in direction -90
    if < key right arrow ▾ pressed? > then
        point in direction 90
    move Speed steps
```

```
when 🚩 clicked
forever
    create clone of myself ▾
```

```
when I start as a clone
change color ▾ effect by 25
wait Clone seconds
delete this clone
```

```
when 🚩 clicked
forever
    if < < touching edge ▾ ? > or < < not < touching color ( ) ? > > and < not < touching Apple ▾ ? > > > > then
        broadcast Game Over ▾
```

Snake Costume	Snake Variables
 1 🐞 Ladybug2 37 x 34 **Note:** You will need to delete the body of the "Ladybug2" costume, to only leave the head. Then make sure the head is centre of the bitmap.	☐ Clone ☑ Snake Length ☐ Speed

Apple Code

```
when 🏳 clicked
set size to (25) %
go to (random position ▼)
forever
    if <touching (Snake ▼) ?> then
        start sound (chomp ▼)
        change (Snake Length ▼) by (1)
        change (Clone ▼) by (0.1)
        go to (random position ▼)
```

Stage Code

```
when 🏳 clicked
forever
    set volume to (20) %
    play sound (Video Game 1 ▼) until done

when I receive (Game Over ▼)
stop (all ▼)
```

Apple Costume	Apple Sounds	Stage Backdrop	Stage Sound
Apple 64 x 65	chomp 0.26	Blue Sky 2 482 x 362	Video Game 1 7.79

Stage Design

Snake Length 20