

INSTRUCTIONS:**Goal of the Project:**

In Class 6, you learned about variables and applied the concept of variables to create the first independent computer game.



In this project, you will have to practice and apply what you have learned in the class and help the bird pick up the pie.

Story:

A hungry bird was flying in search of food. It came across a magical meadow where a lot of food was strewn across a huge green field. It came down to pick up a pie... But alas!! It was a trap! A wizard started throwing fireballs at the bird...

This bird now needs your help. You have to save the bird and collect as many pies as possible. But be careful, don't touch the fireball thrown by the wizard!

Go ahead and try now! It will just take 30 minutes to complete this project.


Initial Output	Final Output
	

***This is just for your reference. We expect you to apply your creativity to the project.**

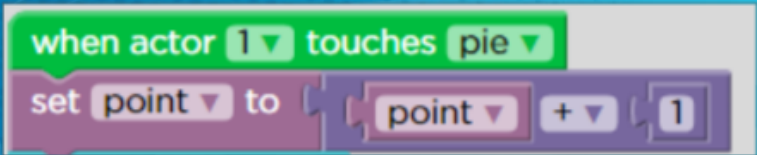

Getting Started:

1. Login to code.org

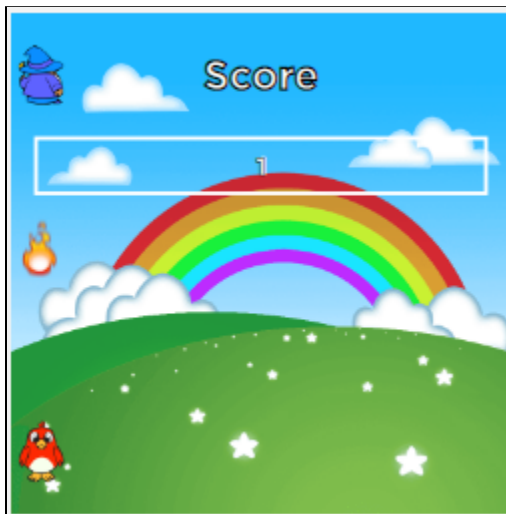


2. Click on  to open [Project Template](#).
3. Click the **How It Works** button.
4. Click the **Remix** button.
5. Rename the project to **Project 6** and click the **Save** button.

Algorithm to complete the Project:

Task to be Done:	<div data-bbox="347 947 537 1003">Step 1</div> <div data-bbox="537 947 1299 1102"><p>When bird touches the pie, increase the point value by 1.</p></div> <div data-bbox="516 1161 1268 1314">A Scratch script starting with a green "when actor 1 touches pie" block, followed by a purple "set point to" block connected to a "point + 1" block.</div> <div data-bbox="1295 1003 1409 1346">A cartoon illustration of a girl with long brown hair, wearing a purple shirt and blue pants, holding a red book.</div>
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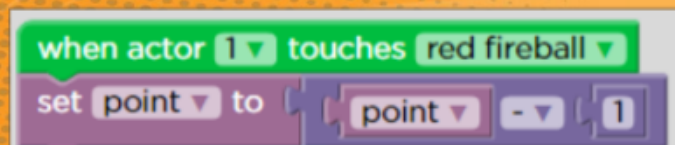
Expected
Output:

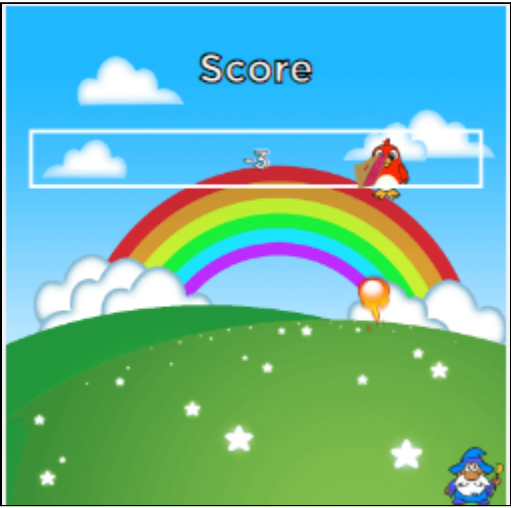
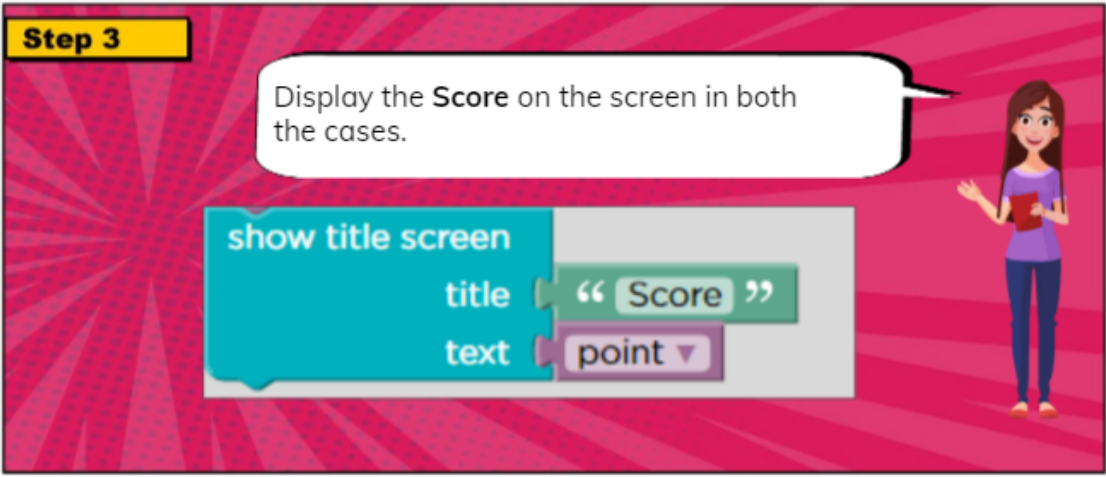
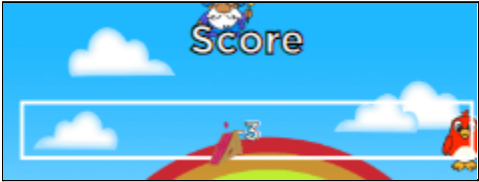


Task to be
Done:

Step 2

When the bird touches the fireball, decrease the point value by 1.



<p>Expected Output:</p>	
<p>Task to be Done:</p>	<p>Step 3</p> <p>Display the Score on the screen in both the cases.</p> <pre> show title screen title "Score" text point </pre> 
<p>Expected Output:</p>	

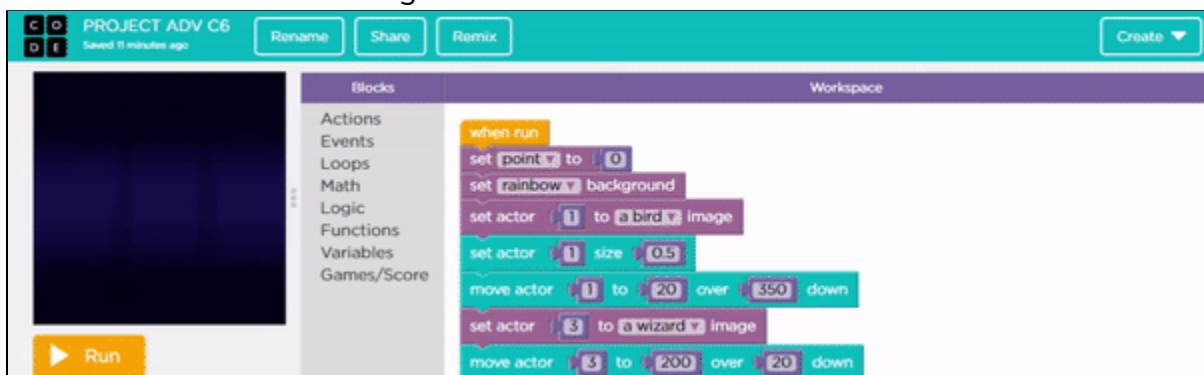


***DO NOT CHANGE the position and the IDs of the labels and buttons given in the Project Template.**

*Refer to the images given above for reference.

Submitting the Project:

1. Click the **SHARE** button to generate a shareable link.



2. **Paste URL** in Student Dashboard.

ADVANCED

BIRD HUNTING FOR PIE



Paste your project URL

Submit Project

REMEMBER... Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

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