

# SCRATCH Whac-a-Mole



The classic **Whac-A-Mole** game where moles pop up at random. Points are scored by whacking each mole as it appears.

1) Download the mole image from:

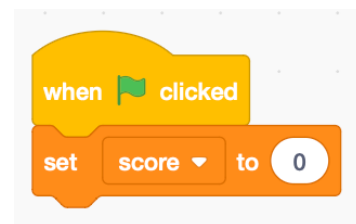
<https://codeclub67.github.io/images/mole.gif>

2) Create a new sprite and choose **upload sprite** to get the downloaded mole image. Have a look at the costumes.

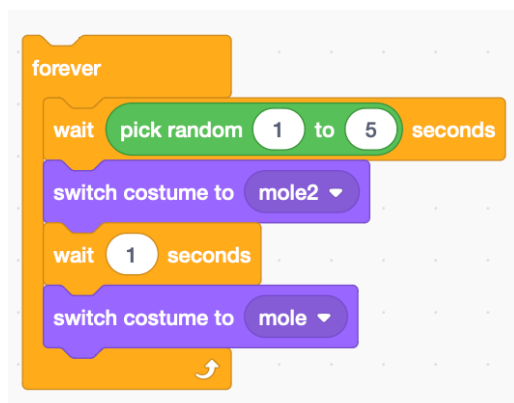
*This is an animated GIF including costumes for the mole being both down & up.*



3) Keep track of the number of moles you whack by adding a score. **Make a variable** (for all sprites) called **score**.



4) Clear the score at the start of the game.



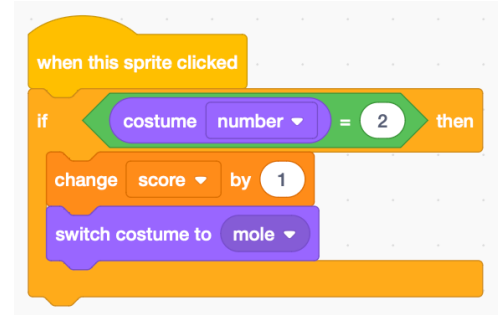
5) Add a **forever** loop to the code above.

6) Inside the loop, the mole **waits** for a **random** time before popping up, and then pops down again after 1 second.

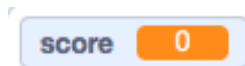
7) To tell when the mole is whacked, detect **when this sprite clicked**.

8) Only increase the score **if** the mole is up, when **costume number = 2**

9) Once the mole has been whacked, switch the costume back to the mole being down.



*To make the game harder, you can **duplicate** the sprite as many times as you like, and put them side-by-side.*



*What sound effects could you add?*

*Remember to **Save** your code with a good name.*

**File > Save now**