SCRATCH Dot: Space Hunter

Register/login at https://scratch.mit.edu

Make a scrolling background with a very wide sprite.

1) Download a space background from:
https://codeclub67.github.io/images/planet.jpg

2) In Scratch create a new sprite with **upload sprite** and select download.

3) Create a new costume with **paint**. Leave it blank and call it **blank**.

4) **Switch costume** to blank before resizing it to **300%**, then **switch costume** to the planet.

5) Create a Dot the dog sprite and move it to the screen centre. Dots code uses the **left** and **right** arrows, to move the planet behind it. This code **Broadcast**s and points **right** (90°), then selects **next costume** to make Dot walk (delete the last costume).

6) Add the code to go **left** (-90°) and set Dot's Direction to mirror left/right ⏵◀ to keep her upright.

7) Add code to the planet to receive the broadcasts and *scroll* left/right.
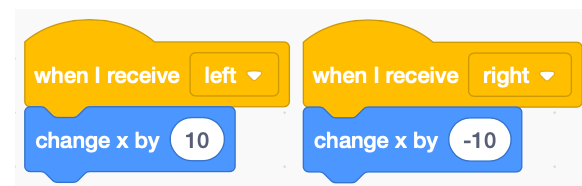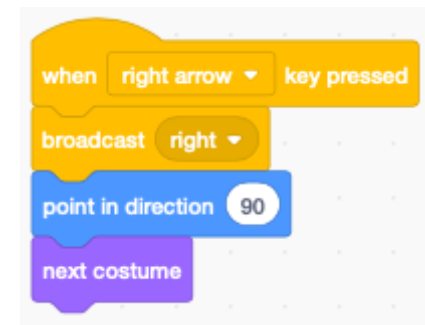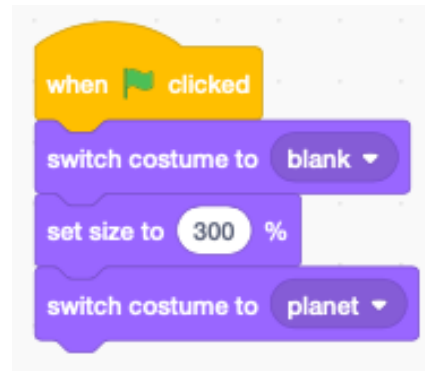
8) Dot hunts space crystals. Add a crystal sprite.

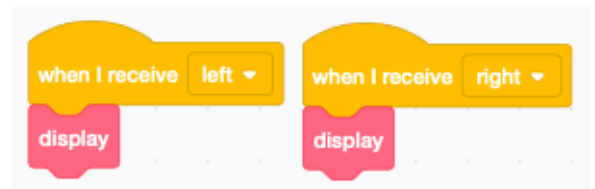9) The crystal can be positioned off-screen, so **Make a Variable** called **position** (the x position is on-screen).

The crystal has to move with the planet as Dot walks.

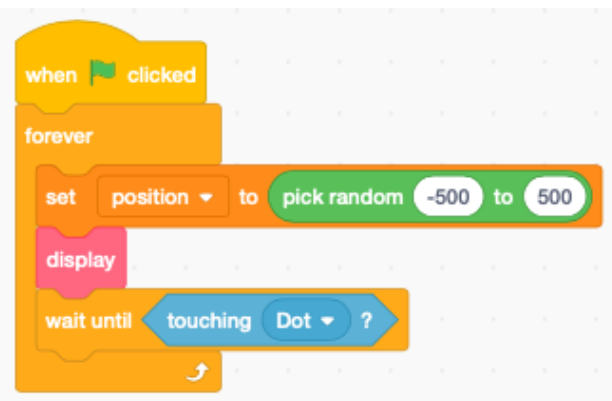10) **Make a block** to **display** the crystal in the right place.

This adds the crystal position to the planet's x position.

11) Now **display** the crystal when it receives **left** or **right**.

The crystal moves with the planet but shows at the edges.

12) Add code to the end of the **display** block to **hide** the crystal when it detects an edge.

13) When the code starts or when Dot finds it, move the crystal to a **random** position then **display** it, so Dot has to look for it.

Can you make Dot bark when she finds the crystal?

Save** your code with a good name. **File > Save now