# A picture containing text, clipart Description automatically generatedScratch logo and symbol, meaning, history, PNG

**Dot – Space Hunter**

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

*Make a scrolling background with a very wide sprite.*

1. Graphical user interface, application

   Description automatically generatedDownload a [space background](https://www.freepik.com/free-photos-vectors/game-background) from:  
   <https://codeclub67.github.io/images/planet.jpg>
2. In Scratch create a new sprite with **upload sprite** and select the image.
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. Graphical user interface, application

   Description automatically generatedCreate 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 **Broadcasts** and points **right** (90°), then selects **next costume** to make Dot walk (delete the last costume).
6. Diagram

   Description automatically generatedAdd the code to go **left** (-90°) and set Dot’s Direction to mirror left/right Icon

   Description automatically generatedto 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 moves with the planet as Dot walks.*

1. Graphical user interface, text, application, chat or text message

   Description automatically generated**Make a block** to **display** the crystal in the right place. This adds the crystal position to the planet’s x position.
2. Diagram

   Description automatically generatedNow **display** the crystal when it receives **left** or **right**.

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

Chart

Description automatically generated

1. Add code to the end of the **display** block to **hide** the crystal when it detects an edge.
2. *A picture containing graphical user interface

   Description automatically generated*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 a crystal?*

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