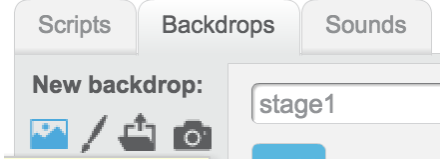
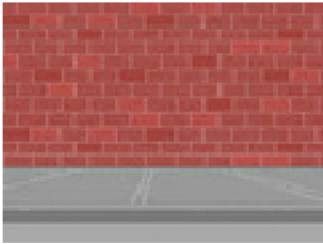

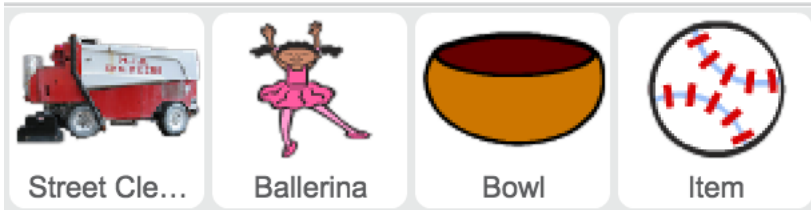
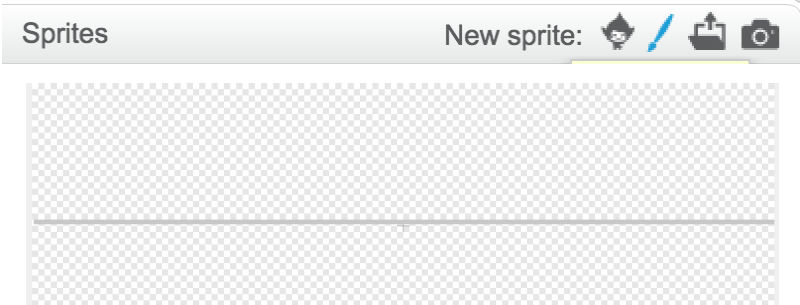
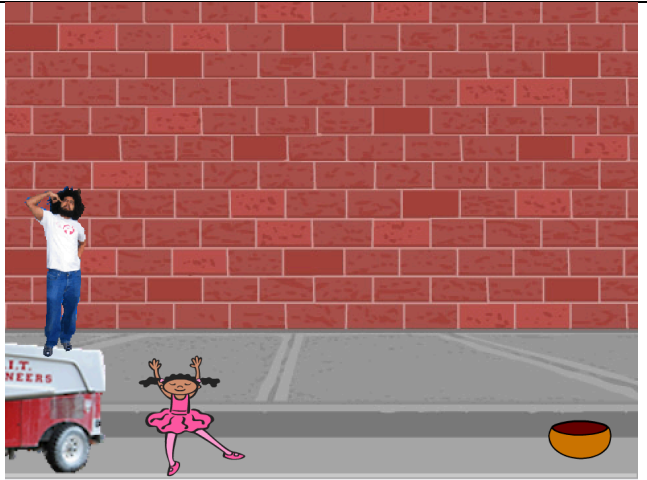
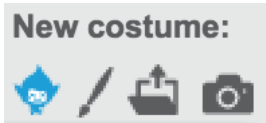
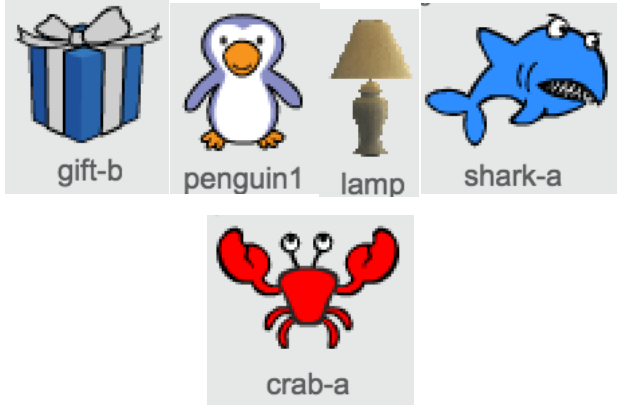

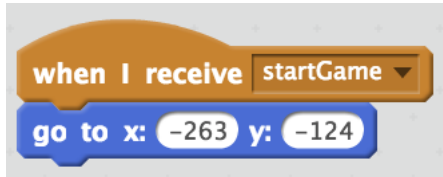


Throw Dan Throw

1	Start a new project and delete the Cat sprite	
2	Click the Stage icon beside the Sprites bar. Click the Backdrops tab. Select the Choose Backdrop icon from the New Backdrop bar.	
3	Select brick wall1	 brick wall1
4	Click the Choose New Sprite icon from the Sprites bar. Select Dan	 Dan
5	Repeat step 4, selecting the Street Cleaner, Ballerina, Bowl, and Baseball. Rename the Baseball sprite to <i>Item</i>	
6	Click the Paint New Sprite icon from the Sprites bar. Draw a wide thin grey bar that is the length of the stage. Name this sprite <i>Ground</i>	

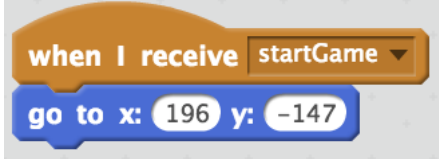
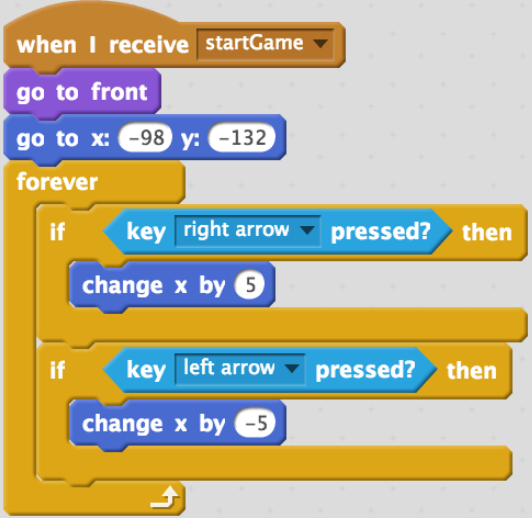

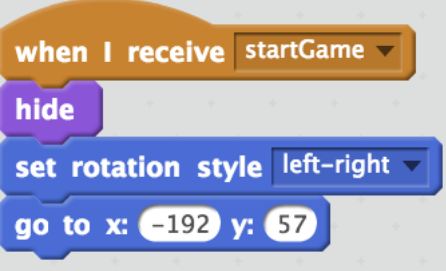


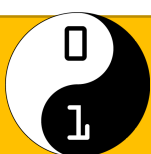
Throw Dan Throw

7	Position the sprites on the stage like this	
8	Click the <i>Costumes</i> tab on the Item sprite. Click the Choose costume from library  Select these costumes	
9	Click the Paint New Sprite icon from the Sprites bar. Name this sprite <i>GameLoop</i> Place the following script block (You will need to create a new variable). This will the start the entire game.	
10	Place the following script block on the <i>Street Cleaner</i> . This will make the sprite stay in the same position every time the game starts	

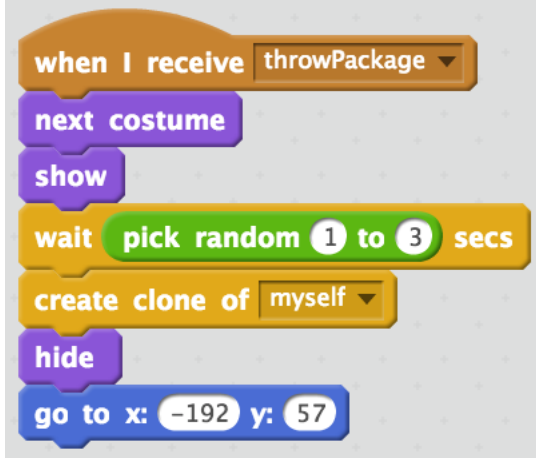
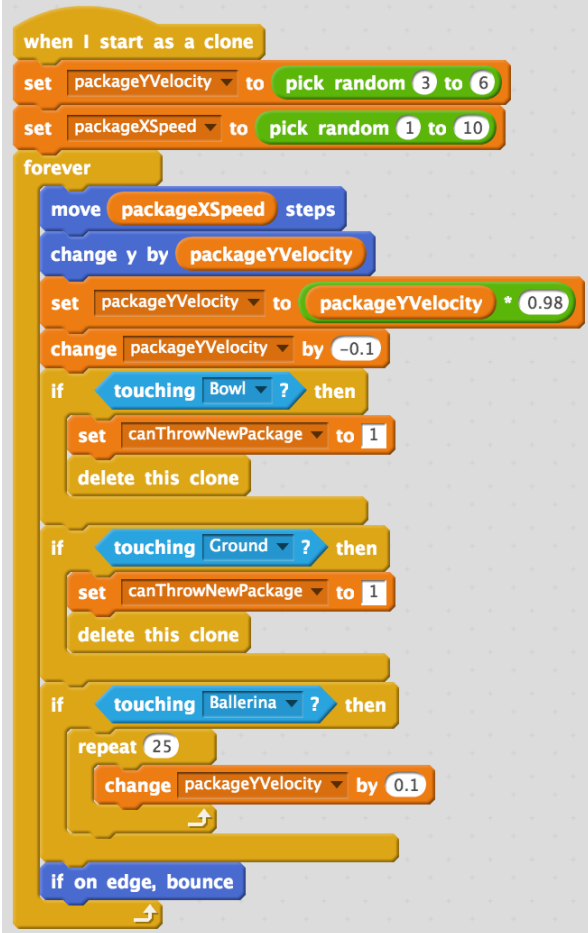


Throw Dan Throw

11	Place the following script block on the <i>Bowl</i> . This will make the sprite stay in the same position every time the game starts	 <pre> when I receive startGame go to x: 196 y: -147 </pre>
12	Place the following script block on the <i>Ballerina</i> . This will make the sprite move left and right and to always be the front-most sprite	 <pre> when I receive startGame go to front go to x: -98 y: -132 forever if key right arrow pressed? then change x by 5 if key left arrow pressed? then change x by -5 </pre>
13	Place the following script block on <i>Dan</i> . This script block does the following: <ul style="list-style-type: none"> Go to the same position and switch to the starting problem. Set the variable that controls the package throwing (1=ready 0=not ready) and wait Forever; <ul style="list-style-type: none"> Wait until we're ready to throw Switch to throwing costume and broadcast we're throwing a package Switch to our ready costume 	 <pre> when I receive startGame go to x: -201 y: -23 switch costume to dan-a set canThrowNewPackage to 1 wait 0.5 secs forever wait until canThrowNewPackage = 1 set canThrowNewPackage to 0 switch costume to dan-b broadcast throwPackage and wait switch costume to dan-a </pre>
14	Place the following script block on <i>Item</i> . This will set the starting conditions for the sprite; the rotation style, to hide it, and what position to start in	 <pre> when I receive startGame hide set rotation style left-right go to x: -192 y: 57 </pre>



Throw Dan Throw

15	<p>Place the following script block on <i>Item</i>.</p> <p>This will set the sprite to get ready for being “thrown”;</p> <ul style="list-style-type: none"> • This will change the package costume and show • Wait between 1 and 3 seconds • Create a clone of this sprite • Hide and move to the start position 	 <pre> when I receive throwPackage next costume show wait pick random 1 to 3 secs create clone of myself hide go to x: -192 y: 57 </pre>
16	<p>Place the following script block on <i>Item</i>.</p> <p>You will need to create two variables <u>for this sprite only</u> (packageXSpeed & packageYVelocity).</p> <p>This will:</p> <ul style="list-style-type: none"> • Set the speed of the thrown item • Move the thrown item up and down • If it touches the <i>Bowl</i>, set Dan ready to throw another package and delete clone • If it touches the <i>Ground</i>, set Dan ready to throw another package and delete clone • If it touches the <i>Ballerina</i>, bounce the item into the air • If it touches the edge, bounce the item 	 <pre> when I start as a clone set packageYVelocity to pick random 3 to 6 set packageXSpeed to pick random 1 to 10 forever move packageXSpeed steps change y by packageYVelocity set packageYVelocity to packageYVelocity * 0.98 change packageYVelocity by -0.1 if touching Bowl ? then set canThrowNewPackage to 1 delete this clone if touching Ground ? then set canThrowNewPackage to 1 delete this clone if touching Ballerina ? then repeat 25 change packageYVelocity by 0.1 ↻ if on edge, bounce ↻ </pre>
17	<p>So what now?</p> <ul style="list-style-type: none"> • Create a score mechanic. <ul style="list-style-type: none"> ○ Gain a point when the item reaches the bowl. ○ Lose a point when the item touches the ground. • Any cool ideas you can think of! 	

