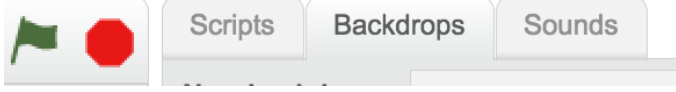


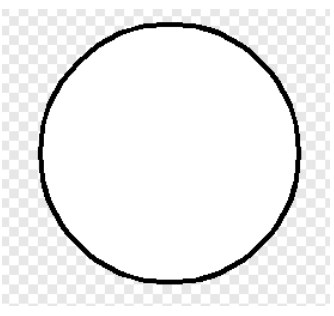
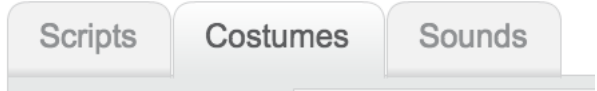
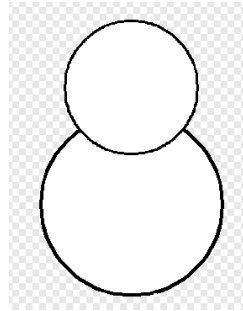


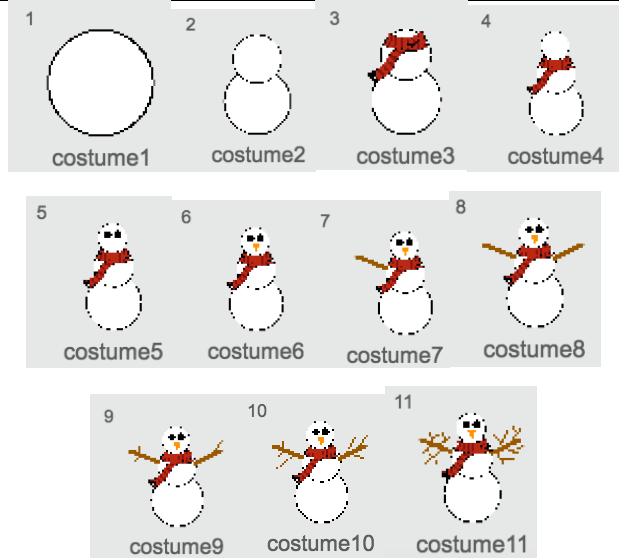


Attack of the Snowmen


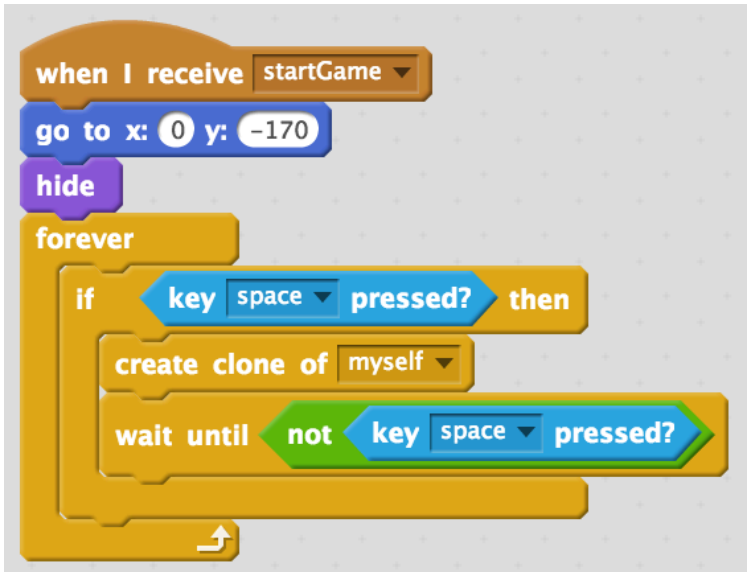
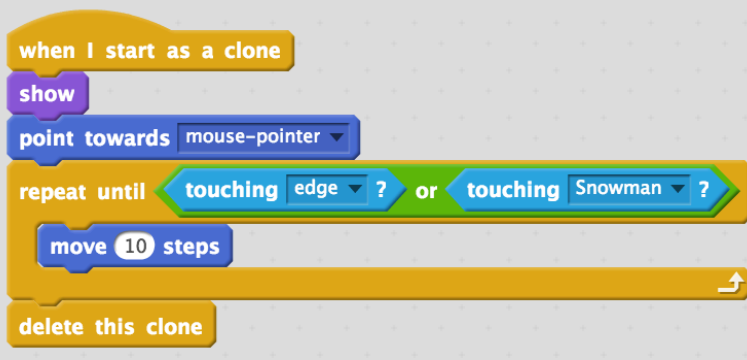
1	Start a new project and delete the Cat sprite	
2	Click the Stage and select the Backdrops tab	
3	Select the <i>winter-lights</i> background	
4	Click the paintbrush icon next to the word New sprite: We aren't going to do anything with this sprite except rename to <i>GameLoop</i>	
5	Click the paintbrush icon next to the word New sprite: Draw a black circle and use the fill with colour tool to fill the shape white. (Tip: when drawing a circle, hold shift to make it perfectly proportional!) Rename this sprite to <i>Snowball</i>	
	Duplicate your <i>Snowball</i> sprite and rename to <i>Snowman</i> and go to the Costumes tab.	



Attack of the Snowmen

6	<p>Now get your drawing skills ready as we're going to draw lots of snowman costumes!</p> <ol style="list-style-type: none"> 1. Duplicate the first costume (the one we used for the Snowball) 2. Use the Select and Duplicate tool to make a copy of the Snowball. Make it a little smaller and put it roughly on top of the other snowball 	
8	<p>Duplicate the previous costume for a third costume.</p> <p>This time click the Add button and select <i>scarf1</i>. Place this scarf on the Snowman.</p>	
9	<p>Duplicate the previous costume and add a ball for a head.</p>	
	<p>Continue duplicating every time you make a new feature for your snowman. Eventually you will have around 11 costumes</p>	

Attack of the Snowmen

11	<p>Time to code!</p> <p>Select your <i>GameLoop</i> sprite and place the following code blocks. This will control when our game starts and what happens at the end.</p>	 <pre> when clicked broadcast startGame when I receive gameOver wait 1 secs stop all </pre>
12	<p>Select the <i>Snowball</i> sprite and place the following code blocks. This will:</p> <ul style="list-style-type: none"> Place our snowball in a starting position and hide when the game starts Listen for the space key to be pressed, and make a clone when it is <p>We're using clones for our snowballs to make many snowballs without needing many snowball sprites.</p>	 <pre> when I receive startGame go to x: 0 y: -170 hide forever if key space pressed? then create clone of myself wait until not key space pressed? </pre>
13	<p>Still on the <i>Snowball</i> sprite, place the following code blocks. This will make our clone:</p> <ul style="list-style-type: none"> Appear! Point towards the where the mouse is pointing Move until it either hits the edge or a <i>Snowman</i> sprite Delete itself <p>It is important to delete clones when you're finished with them. Too many clones makes a slow game!</p>	 <pre> when I start as a clone show point towards mouse-pointer repeat until touching edge? or touching Snowman? move 10 steps delete this clone </pre>

Attack of the Snowmen

14

Select the *Snowman* sprite. Place the following code blocks. This will make the *Snowman*:

- Hide when the game starts
- Pick a random place on the stage
- Create a clone of the *Snowman*
- Wait between 2-4 seconds before looping again



16

Still on *Snowman*, we need to code the snowman clone's behaviour. Place the following code blocks. This is a complicated block so let's break it down:

- When the snowman starts as a clone, push him back 999 layers. This means that the snowman will start "behind" any snowman already on the stage
- We set the size of the clone to 40% (depending on the size of your size, it may need different value)
- Appear!
- Change to his "full" costume (fully drawn snowman – in my case *costume11*)
- Repeat until he reaches just the snowball costume (in my case *costume1*)
- Keep moving down the screen and getting bigger
- If the *Snowman* sprite is touching the *Snowball* sprite, then we go back one costume (to a little bit less of the snowman), we also move back and stay the same size
- If the *Snowman* is a certain size (I picked 185 but you may pick a different number) then say something and tell the other sprites (the *GameLoop*) that the game is over.
- If we have reached the costume with just the snowball, wait half second and then delete this clone

