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| 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** |  |
| 4 | Click the **Choose New Sprite** icon from the **Sprites** bar.  Select **Dan** |  |
| 5 | Repeat step 4, selecting the **Street Cleaner, Ballerina, Bowl,** and **Baseball.**  Rename the **Baseball** sprite to *Item* |  |
| 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 *Ground* |  |

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| 7 | Position the sprites on the stage like this |  |
| 8 | Click the *Costumes* 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 *GameLoop*  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 *Street Cleaner.*  This will make the sprite stay in the same position every time the game starts |  |

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| 11 | Place the following script block on the *Bowl*. This will make the sprite stay in the same position every time the game starts |  |
| 12 | Place the following script block on the *Ballerina*. This will make the sprite move left and right and to always be the front-most sprite |  |
| 13 | Place the following script block on *Dan*.  This script block does the following:   * 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;   + Wait until we’re ready to throw   + Switch to throwing costume and broadcast we’re throwing a package   + Switch to our ready costume |  |
| 14 | Place the following script block on *Item.*  This will set the starting conditions for the sprite; the rotation style, to hide it, and what position to start in |  |

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| 15 | Place the following script block on *Item.*  This will set the sprite to get ready for being “thrown”;   * 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 |  |
| 16 | Place the following script block on *Item*.  You will need to create two variables for this sprite only(**packageXSpeed** & **packageYVelocity**).  This will:   * Set the speed of the thrown item * Move the thrown item up and down * If it touches the *Bowl*, set Dan ready to throw another package and delete clone * If it touches the *Ground*, set Dan ready to throw another package and delete clone * If it touches the *Ballerina*, bounce the item into the air * If it touches the edge, bounce the item |  |
| 17 | So what now?   * Create a score mechanic.   + 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! | |