CodeClub activity checklist 01/06/2015

Preparation
1. Take your laptop
2. Log in
3. Check the battery. If remaining time is lower than 1 hour, change laptop.
4. Start Scratch (go to Computer->Student Share folder->Code Club and double click on the link to Scratch website)
5. If you don't find your saved project, go to **scratch.mit.edu/users/fpferrarese/** and download **Balloons_WIP** project.

Balloons

1 Animating a balloon
1. Start a new Scratch project, and delete the cat sprite so that your project is empty.
2. Add in a new balloon sprite, and a suitable stage backdrop.
3. Make the balloon bounce around the screen (remember to initialise the starting position of the baloon)

2 Random balloons
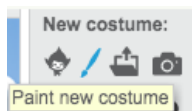1. Instead of using the same x and y position each time, you can let Scratch choose a random number instead.

2. Use a random number to choose a random balloon colour each time.

3 Popping balloons
1. Add a new costume and create a new costume called 'burst'.

2. Allow the player to burst a balloon

4 Adding a score
1. To keep the player's score, you need a place to put it. A variable is a place to store data that can change, like a score. To create a new variable, click on the 'Scripts' tab, select Data and then click 'Make a Variable'.

5 Lots of balloons
1. Popping 1 balloon isn't much of a game, so let's add lots more! A way of getting lots of balloons is to clone the balloon sprite.

6 Adding a timer
1. This is how the timer should work:
   a. The timer should start at 10 seconds;
   b. The timer should count down every second;
   c. The game should stop when the timer gets to 0.

Challenge: Can you add in other objects to your game? You can add good objects, like donuts, that give you lots of points, or bad objects, like bats, that take points away.