Lesson 1 (Ninja & Fruit)

3D Fruit Ninja

- 1)First upload the fruit ninja background.
- 2)Upload the ninja sprite.
- 3)Make a new sprite called Fruits and upload different types of fruits within the sprite. Also add a bomb and explosion.
- 4)Go to the ninja sprite and add code to make it glide randomly across the x-axis.
- 5)Go to the fruits sprite and in a forever loop, 1 out of 10 times make the costume switch to the bomb else switch to random costumes.
- 6) Now make the initial size to 30%.
- 7)Make the fruit follow the ninja.
- 8)Add x, y, z variables. Set them to random numbers. $X \rightarrow (-10,10)$, $y \rightarrow (10,10)$, $z \rightarrow (2,8)$.

Lesson 2 (Throw Fruit)

- 1)Make a function called throwFruit. <
- 2)Repeat until fruit hits the bottom. -
- 3)It will spin and have gravity.
- 4)The x and y postitions will change and size too.
- 5) Make a sliceFruit for the next part.

```
when clicked

forever

set ninjaPosition to pick random -100 to 100

glide 0.1 secs to x: ninjaPosition y: -50

wait 0.2 secs
```

```
when clicked

forever

set size to 30 %

if pick random 1 to 10 = 5 then

switch costume to earth else

switch costume to pick random 1 to 4

go to x: ninjaPosition y: -25
```

```
when clicked

forever

set size to 30 %

if    pick random 1 to 10 = 5 then

switch costume to Bomb = else

switch costume to pick random 1 to 4

go to x: ninjaPosition y: -25

set    xVal = to pick random -10 to 10

set    yVal = to pick random 10 to 30

set    zVal = to pick random 2 to 8

throwFruit
```

```
turn 15 degrees

change yVal v by -1

change x by xVal

change size by zVal

sliceFruit
```

Lesson 3 (Slice Fruit)

- 1)Make sure you have 1 explosion sprite that is big and a smaller one.
- 2)The fruit should slice when it touches the curser.
- 3)If the costume number is the bomb then we want it to stop and switch to the explosion costume.
- 4)Then we want to set the size to 90% and go to front.
- 5)Do something cool like change size by a random number 15 times and change the color.
- 6)After switch to a costume of a small explosion.

```
define sliceFruit

if touching mouse-pointer? then

if costume # = 5 then

stop other scripts in sprite

switch costume to explosion

set size to 90 %

go to front
```

```
define sliceFruit

if touching mouse-pointer ? then

if costume # = 5 then

stop other scripts in sprite v

switch costume to explosion v

set size to 90 %

go to front

repeat 15

change size by pick random -40 to 40

change color v effect by -5

switch costume to small explosion v
```

Lesson 4 (Scoring and Lives)

- 1)Let's make two new blocks called score and lives.
- 2)We want to make it change score everytime we slice a fruit.
- 3)Create a variable called score and set it to 0. Place at when flag is clicked.
- 4) Make the score increment everytime we hit a fruit.
- 5) Create a variable called lives and set it to
- 0. Place at when flag is clicked.
- 6)Change lives by -1 and if it is zero, it should broadcast a GameOver message.
- 7)Delete the clone ——
- 8)Create a game over sprite.
- 9) Hide it initially and when we reviece the GameOver message show it.
- 10)Code it to make the game over sprite appear in a cool way.

```
when I receive GameOver v
show

go to front
set size to 15 %

wait 0.2 secs
set size to 60 %

wait 0.2 secs
set size to 115 %

wait 0.2 secs
set size to 115 %

set size to 145 %

stop all v
```

```
define sliceFruit
    (touching mouse-pointer ▼ ?) then
         costume # | = 5 > then
     stop other scripts in sprite •
     switch costume to explosion
     set size to 90 %
     go to front
     repeat (15)
       change size by pick random -40 to 40
       change color ▼ effect by -5
     Lives
  score
  switch costume to small explosion -
define score
            costume # | = 7 | then
     not
  change score by 1
 define Lives
 change lives by -1
       lives = 0 then
   broadcast GameOver ▼ and wait
```