

## Player (Lesson 1)

# Fish Food

1) Upload the ocean background.

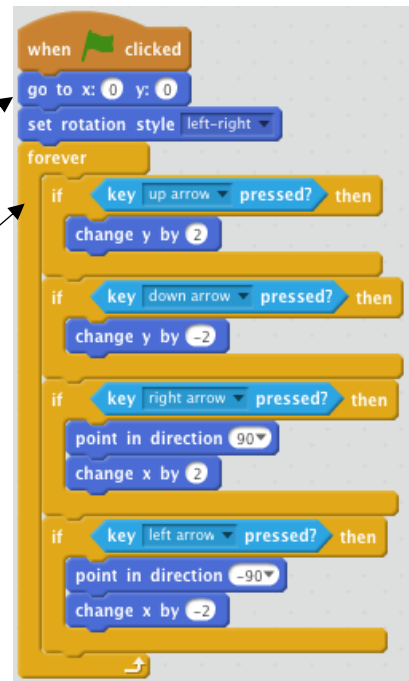
2) Upload a fish sprite for the player.

3) Make a variable called playerSize and set it to 15.

4) Forever set the size to playerSize.

5) Drag over a new flag. Go to X:0 Y:0 and set the rotation style to left-right.

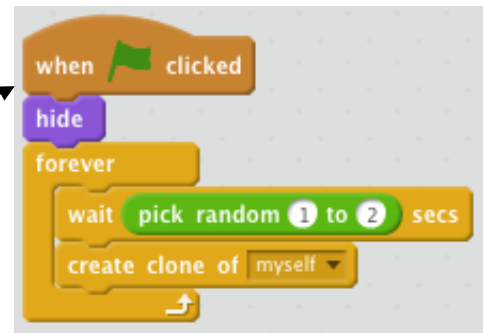
6) In a forever loop, make the fish move with the up and down arrows.



## Fish Movement (Lesson 2)

1) Upload a different fish sprite and add different fishes to that sprite.

2) When the flag is clicked you want to hide the costume and forever wait 1 – 2 seconds and create a clone of myself.



3) When I start as a clone, set rotation style left - right.

4) Switch costume and set color to random numbers.

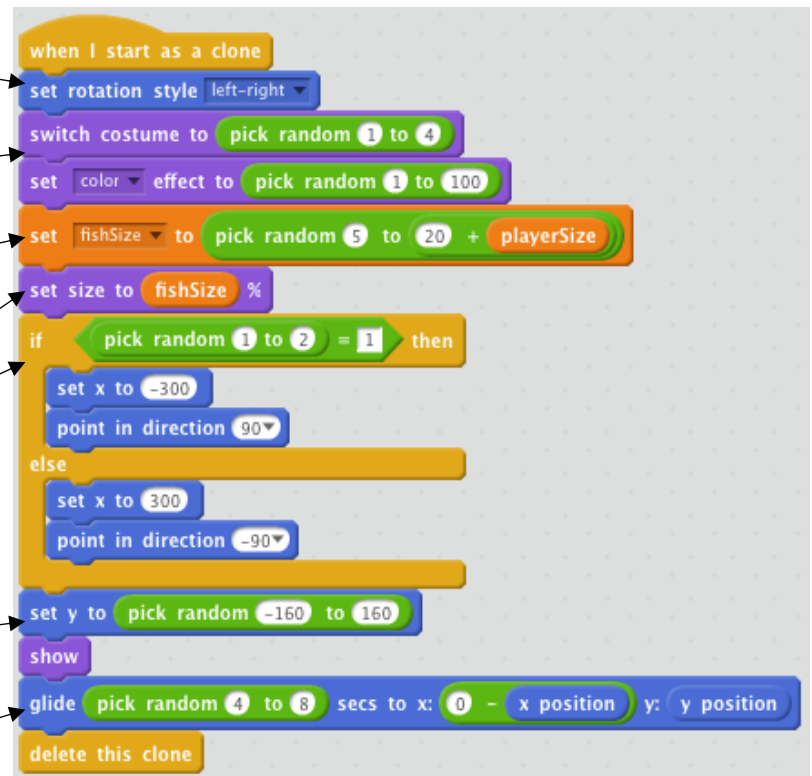
5) Make a **fishSize** variable and set it to a random number. Add **playerSize** to the limit. Set size to fishSize.

6) Make it so there is a 50/50 chance it will spawn on the left or right side.

7) Set the y coordinate to a random number between (-160 to 160)

8) Show and glide to the other side of the screen.

9) Delete the clone.



### Scoring (Lesson 3)

1) Create a variable called **score**. Set to 0 at the start.

2) Create a variable called **fish eaten**. Set to 0 at the start.

3) change fishSize to for this sprite only.

4) replace all fishSize to size

5) switch **set to size** and **set size**

