1)Upload a background and ninja sprite.

2)Let's make the ninja sprite move side by side randomly.

Here are the pieces of code needed to do that. Put them together like a puzzle.

Clue: You want to forever set the ninjaPosition to a random number and glide to that position.

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Otherwise it is a random fruit costume.

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if pick random 1 to 10 = 5 then
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switch costume to Bomb

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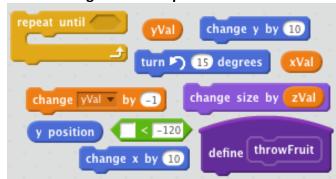
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- 4)We want to make the fruit turn as it is changing its x and y positions.
- 5)Then we want to increase its size.
- 6) We do this all inside a repeat statement.

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Here are the pieces of code needed to do this.

Put them together like a puzzle.

```
repeat until yVal change y by 10

turn 15 degrees xVal

change yVal v by -1 change size by zVal

y position < -120

change x by 10

define throwFruit
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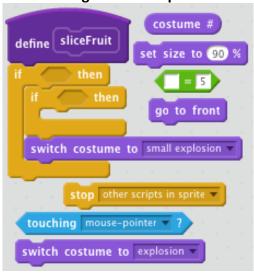
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It's time to slice some fruits!!!

7)If the fruit touches the mouse pointer, we want it to check what costume it is.

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```
costume #

define sliceFruit

set size to 90 %

if then = 5

if then go to front

switch costume to small explosion 

stop other scripts in sprite 

touching mouse-pointer ?

switch costume to explosion 

switch costume to explosion
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Time to change the score!

- 9)Make a variable called score.
- 10)Lets change the score everytime we hit a fruit.
- 11)We have to be carefull because the costume changes to the explosion and we don't want the score to increase when we are touching the explosion.

Put the code pieces together like a puzzle.



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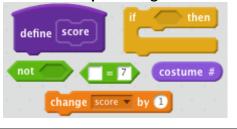
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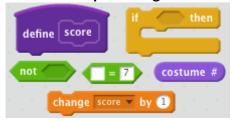
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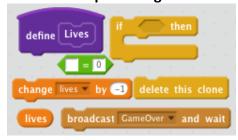
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12) Finally when the block "lives" is called, we should make the variable lives decrease by 1.

13)Once lives is 0, we want to broadcast a game over message.

14)After, create a game over sprite. And make it appear when the game over message is received **Put the code pieces together like a puzzle.**



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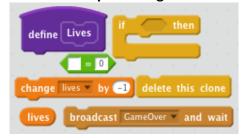
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define Lives

if then

change lives by 1 delete this clone

lives broadcast GameOver and wait
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change lives v by -1 delete this clone
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