Player (Lesson 1) when 🦰 clicked set playerSize ▼ to 15 1)Upload the ocean background. set size to playerSize % 2)Upload a fish sprite for the player. when / clicked go to x: 0 y: 0 3) Make a variable called player Size and set it to 15. set rotation style left-right v key up arrow ▼ pressed? > then 4) Forever set the size to player Size. change y by 2 key down arrow ▼ pressed? ther 5)Drag over a new flag. Go to X:0 Y:0 and set the change y by -2 rotation style to left-right. key right arrow v pressed? then point in direction 90 6)In a forever loop, make the fish move with the upchange x by 2 and down arrows. key left arrow ▼ pressed? then

point in direction -90v change x by -2

Fish Movement (Lesson 2)

9)Delete the clone. _

1)Upload a different fish sprite and add different fishes to that sprite. when 🦰 clicked 2) When the flag is clicked you want to hide the costume and forever wait 1 – 2 seconds and create wait pick random 1 to 2 secs a clone of myself. create clone of myself -3) When I start as clone, set rotation style left right. set rotation style left-right switch costume to pick random 1 to 4 4) Switch costume and set color to random set color ▼ effect to pick random 1 to 100 numbers. set fishSize ▼ to pick random 5 to 20 + playerSize set size to fishSize % 5) Make a fishSize variable and set it to a random number. Add playerSize to the limit. Set size to > pick random 1 to 2 = 1 then fishSize. set x to -300 point in direction 90▼ 6)Make it so there is a 50/50 chance it will spawn set x to 300 on the left or right side. point in direction -90▼ set y to pick random -160 to 160 7)Set the y coordinate to a random number between (-160 to 160) glide pick random 4 to 8 secs to x: 0 - x position y: y position 8)Show and glide to the other side of the screen.

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

```
when / clicked
 set Fish Eaten ▼ to 0
     score ▼ to 0
                                                 wait until touching Player \checkmark? and Player is alive = 1
   wait pick random 1 to 2 secs
                                                 f size < playerSize then
   create clone of myself ▼
                                                  change playerSize by size / 10
                                                  change score ▼ by round size
                                                  change Fish Eaten ▼ by 1
                                                  delete this clone
                                                  broadcast playerEaten •
set rotation style left-right v
switch costume to pick random 1 to 4
set color ▼ effect to pick random 1 to 100
set size ▼ to pick random 5 to 20 + playerSize
set size to size %
if pick random 1 to 2 = 1 then
 set x to 300
 point in direction -90▼
 set x to -300
 point in direction 90
set y to pick random -160 to 160
glide pick random 4 to 8 secs to x: 0 - x position y: y position
delete this clone
```

```
when / clicked
                                                  set playerSize ▼ to 15
                                                  set Player is alive ▼ to 1
                                                    set size to playerSize %
                                                    if playerSize > 300 then
when / clicked
                                                      broadcast Player Won ▼
go to x: 0 y: 0
set rotation style left-right ▼
                                                     wait until playerSize > size
  if key up arrow ▼ pressed? then
    change y by 2
  if key down arrow ▼ pressed? then
                                                  when I receive playerEaten ▼
    change y by -2
                                                  set Player is alive ▼ to 0
                                                   stop other scripts in sprite •
  if key right arrow v pressed? then
                                                   repeat 100
    point in direction -90▼
                                                    change pixelate ▼ effect by 1
    change x by 2
                                                   broadcast Game Over ▼
  if key left arrow ▼ pressed? then
    point in direction 90
    change x by -2
                                                  when I receive Player Won ▼
                                                  set Player is alive ▼ to 0
```