

# Focus on the cake!

Can you keep your eye on the box with the cake as they all move around?



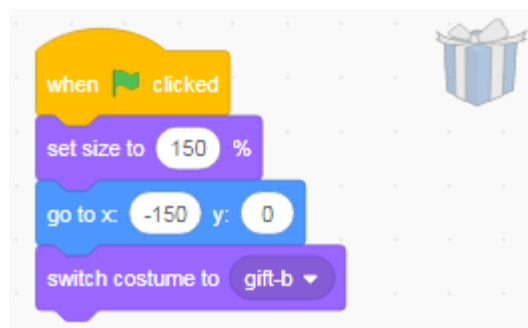
See the finished project at <https://scratch.mit.edu/projects/602068048/>. Based on instructions <https://projects.raspberrypi.org/en/projects/focus-on-the-prize>.

## Step 1: The gift box with the cake

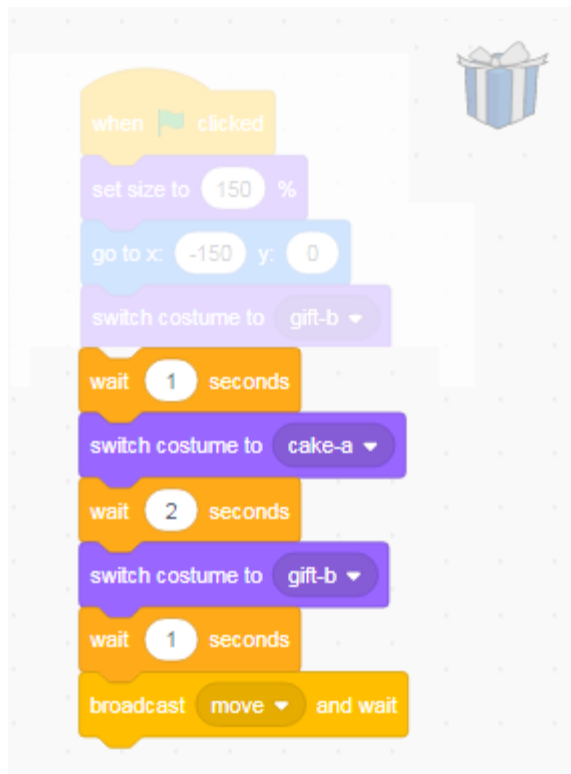
- The gifts have very similar code, so let's start with only the cake one.
- Add a cake costume to your gift sprite, or something else nice...



- Then add the code below to position the sprite, and show the gift costume:



- Next add the blocks below to show the cake for 2 seconds, and then hide it again. At the end we broadcast a message – I called it 'move'.

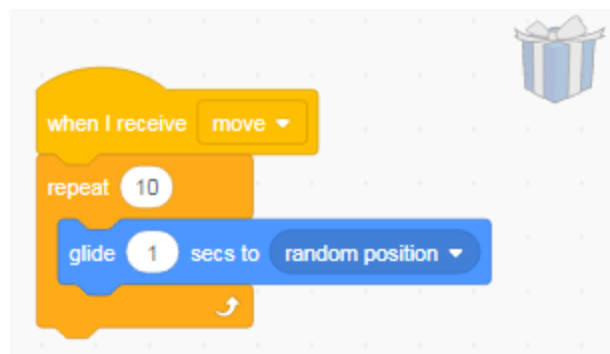


- Test it out, do the costumes look right?

## Save your project

### Step 2: Move the gift box

- We broadcast a message, but we haven't told anyone to receive the message yet!  
The code below will do this:

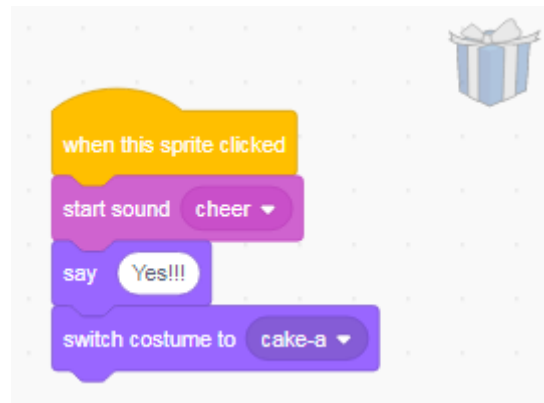


- Test it out!

## Save your project

### Step 3: Guessing!

- When everything stops moving, we click on a box to make a guess where the cake is.
- The sprite we are coding is the correct gift box, so add the code below to show the cake and celebrate:

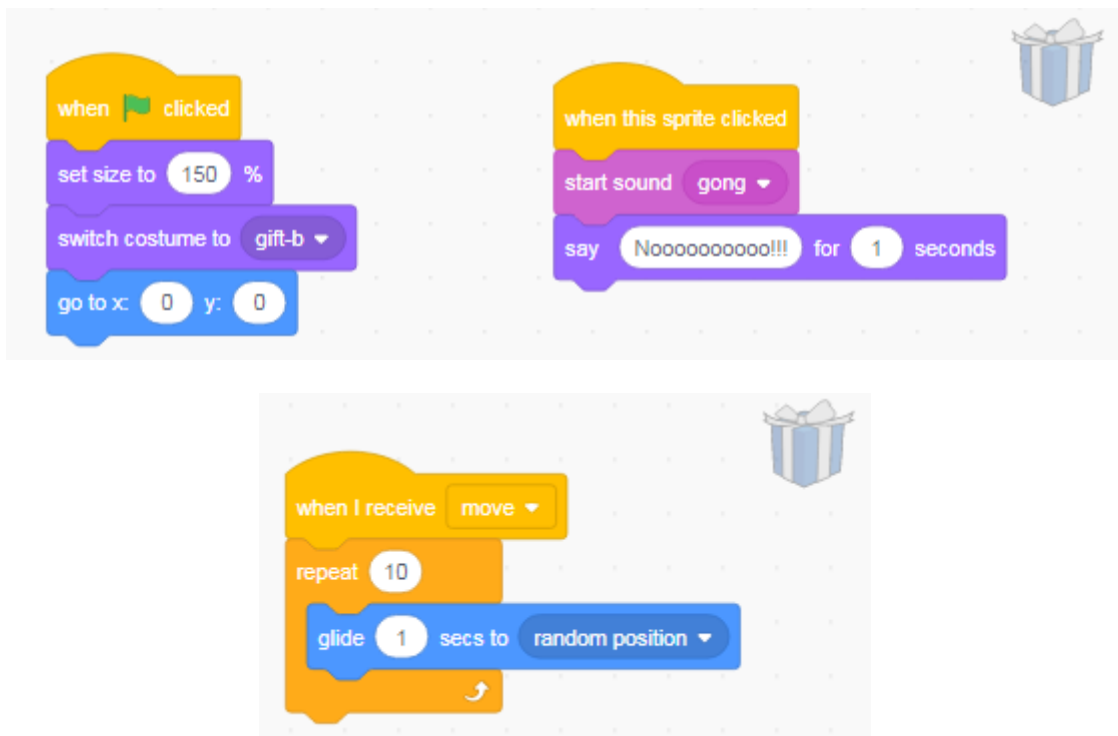


- Test it out!

## Save your project

### Step 4: Two more gift boxes

- We have made a very easy game – there is only one gift box!
- The code for the second and third gift boxes is below. You can see it is similar, but shorter:



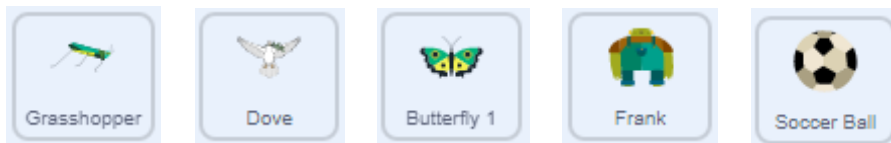
- Remember you can choose your own sounds and text for winning and losing the game!

- You can code the second box, then duplicate it to make the third box.
- Notice that the second gift box is at position x: 0, y: 0
- The third gift box should be at position x: 150, y: 0

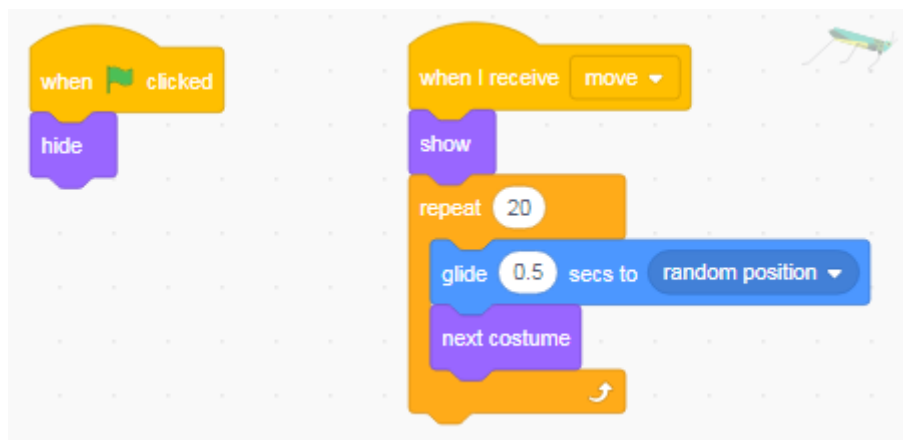
## Save your project

### Step 5: A distraction

- To make the game harder, we can add a distraction – I chose a grasshopper, but it can be any sprite you like:



- If the sprite has many costumes, that makes it even more distracting!
- Our distraction sprite will hide until the gift boxes move, and then appear and jump or flap about the stage – add the code below:



- You can copy the moving code from one of the gift boxes, but notice I have added the 'next costume' block, and changed the numbers. My grasshopper is twice as fast as the gift boxes, so I need 20 repeats instead of 10.
- Challenge a friend to play your game – can they find the cake?

## Save your project