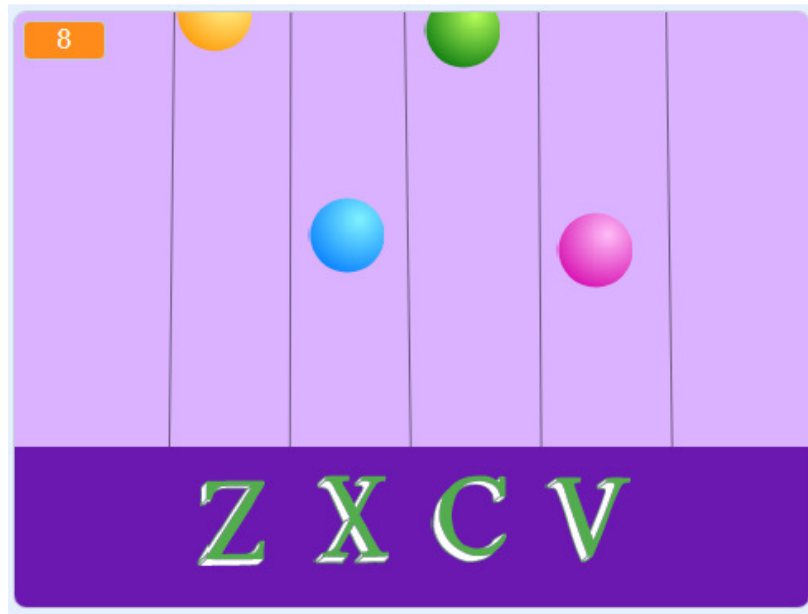


Music Hero!

In this game you press the letter keys as the balls arrive at the purple bar – boost your score and make lovely music!

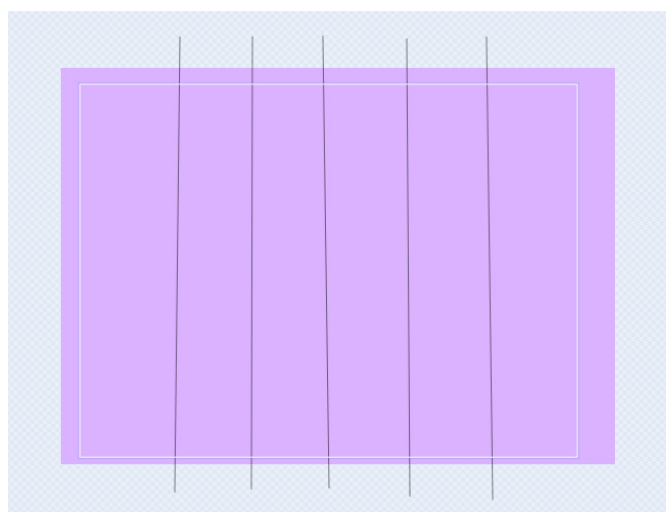


There are lots of sprites in this project, but their code is very similar, so start by choosing (or drawing) a single note sprite and a letter sprite – I chose these:



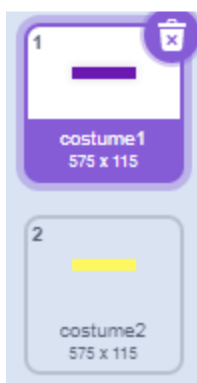
Your letter sprite needs two costumes, so if it only has one, you can duplicate it and change the colour to make a second one.

Choose a colour for your backdrop and draw lines so we know where the notes will be:

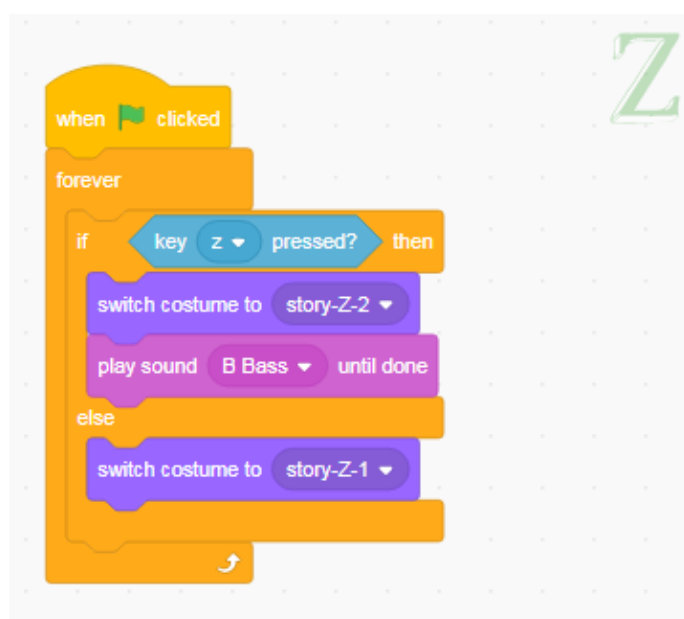


Save your project!

Draw a bar sprite, and position it at the bottom of the screen. This sprite needs two costumes as well:



Now some code! Let's start with the letter sprite:

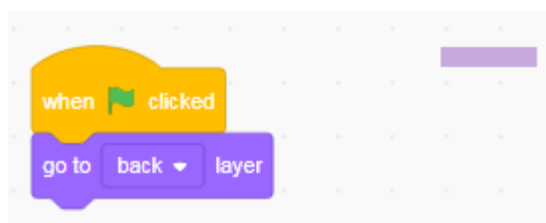


Choose a sound you'd like this letter to make. If you want to be musical, the Notes section of Sounds has lots of different instruments. Or use any sound you like!

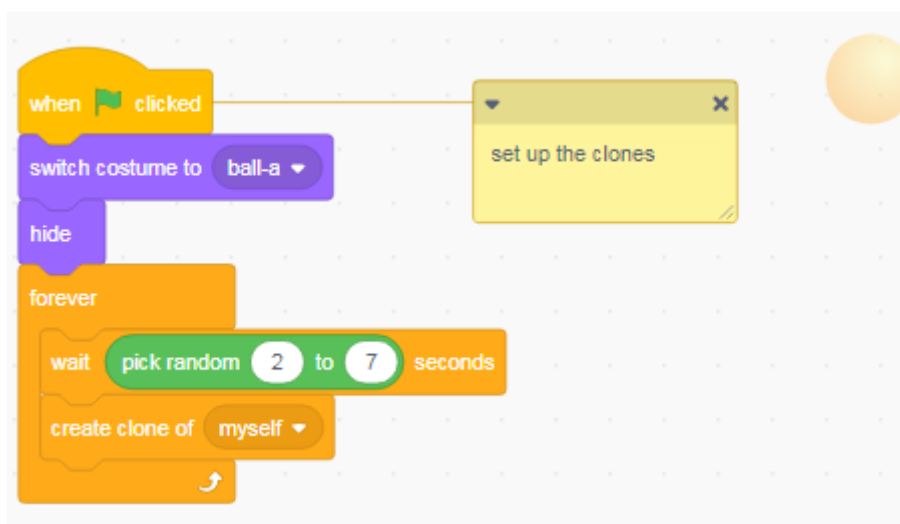
Test it out, click the green flag and try pressing the letter key Z. You should see a costume change and hear your sound – did it work?

Save your project!

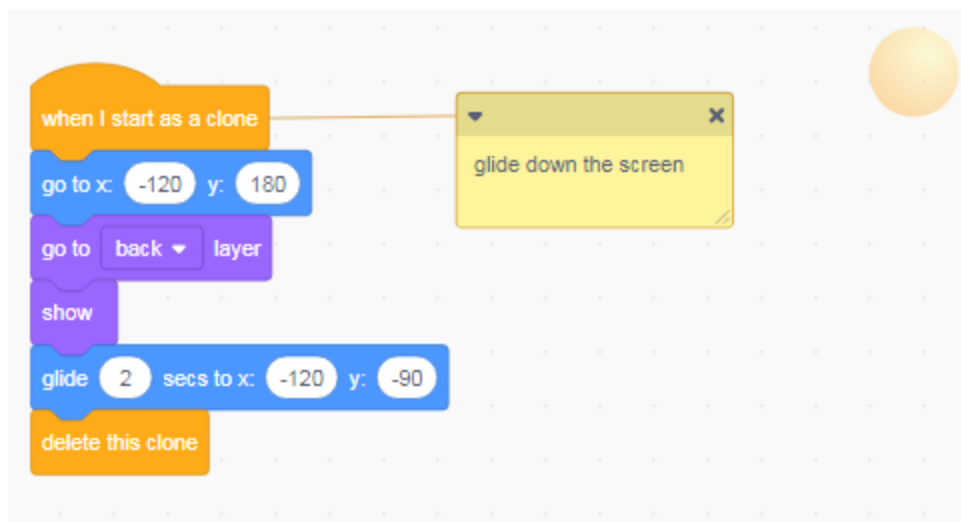
There is a little bit of code on the bar, to make sure it doesn't cover up the letters:



Now the ball (or note) sprite. We will use clones, so first add some code to set them up:



You won't see anything at this point, as we have told them to hide. Add the next bit of code to see them glide down the screen:



You may have slightly different numbers, just test it out and change them if you need to.

Save your project!

If everything is working, you can copy your note sprite three times! Give the sprites names like 'Note X' so you don't get confused which is which. You will need to make changes to the code:

- choose (or make) a different costume for each new note sprite
- the x position needs to be different (but the y position stays the same)
- change the numbers in the 'pick random' block so the different notes appear at different intervals

Test it out!

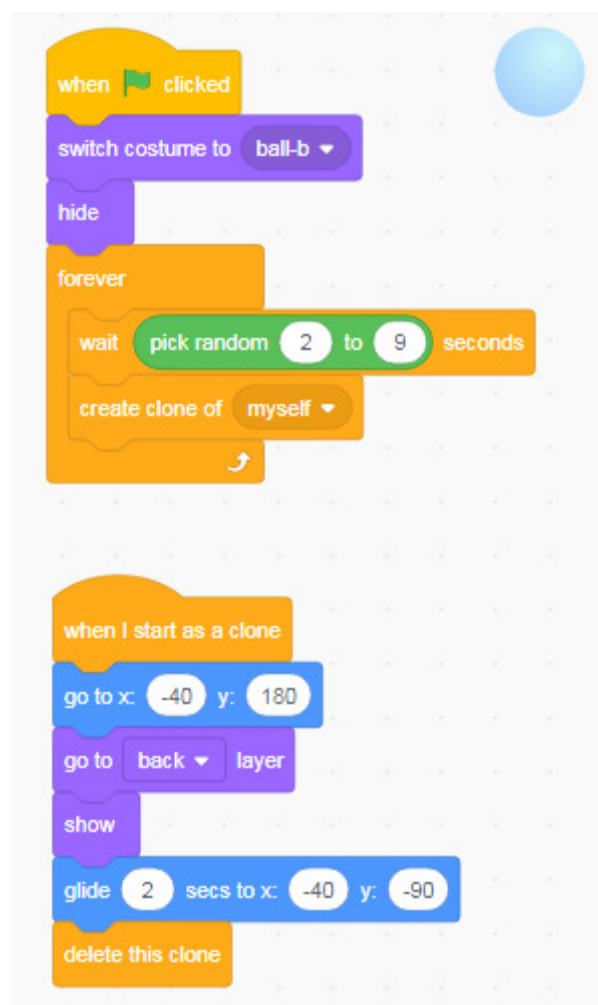
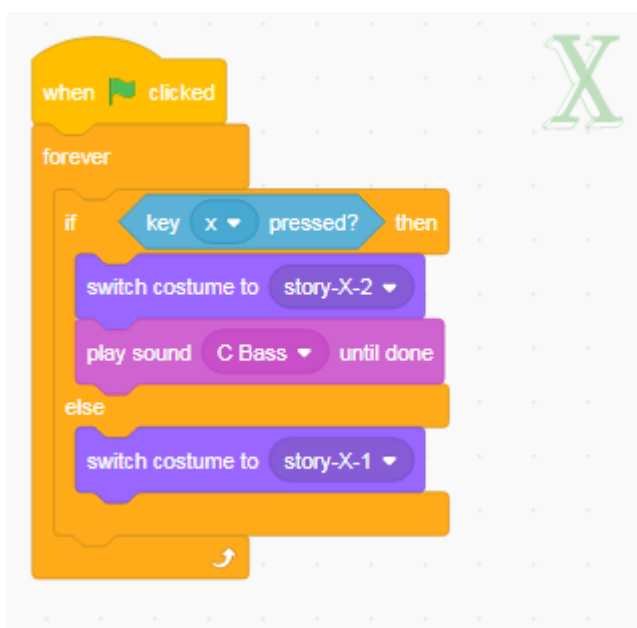
Now, choose or draw the other three letter sprites, and drag the code from Z to each of the three new ones.

You will need to make changes to the code:

- change the letter in the 'if key pressed' block
- change the costume in the two costume blocks
- choose a new sound for each letter sprite, and then choose it in the 'play sound' block

Save your project!

As a guide, here is my code for the second letter, X, and its note:



Next time, we will add the score...!