

## FISH GAME – Tutorial

From <http://kata.coderDojo.com> : Created by **Pam O'Brien – Drogheda CoderDojo**

02/06/2012 - Modified to include some basic step-by-step instructions for Clonakilty CoderDojo – **Margaret Deegan**.

This project is a game with 2 characters, a shark and a fish. The aim of the game is to move the shark so that he can eat the fish. When the shark is touching the fish, the fish disappears and the score goes up by 1. We use hide to get the fish to disappear. The fish will reappear at a different part of the screen.

1. Open a new Scratch Program
2. **Variables**

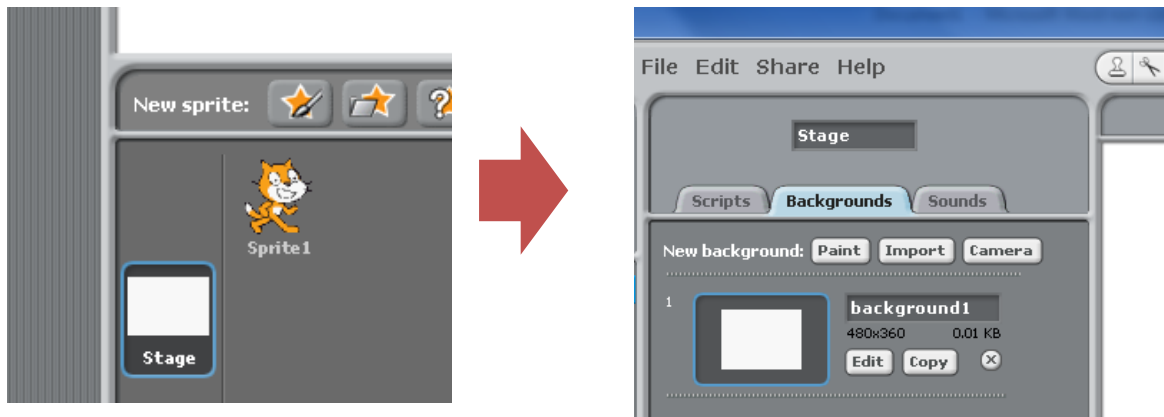
A new feature in this project is the score variable. This variable is created in the variables block. Once the variable is created you can set the value, change the value etc. Click on make a variable and then put score in the variable name.



3. **Background**

We have 2 backgrounds - the first is the standard aquarium and the second is a copy with 'Game Over' text.

- Click on **STAGE**.
- Select the **Backgrounds** Tab – then **Import**.
- Select the **Underwater** Background in the **Nature** Folder.



- You may need to delete the plain white background. (Click on the x beside it).
- To create the **GAME OVER** background **Copy** the underwater Background. Then **Edit** underwater1.
- Select the **FILL TOOL** "tin of paint" icon – Click on the red square colour and then click on the Blue colour on the background. It should all turn red.
- Now add some Text – click on the T "text" icon. Type "Game Over". Enlarge the Font Size and position the text to the centre of the Background. See image below.
- Click OK.



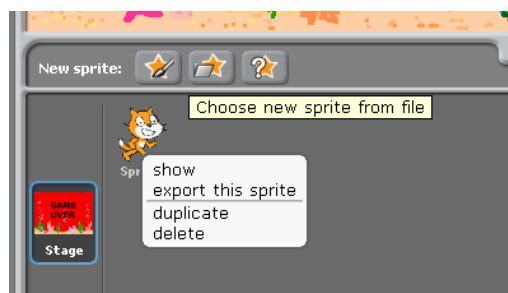
#### 4. Script for background

- Now add the following Script for the background.
- You will need to use the ">" operator and the "score" variable your created.

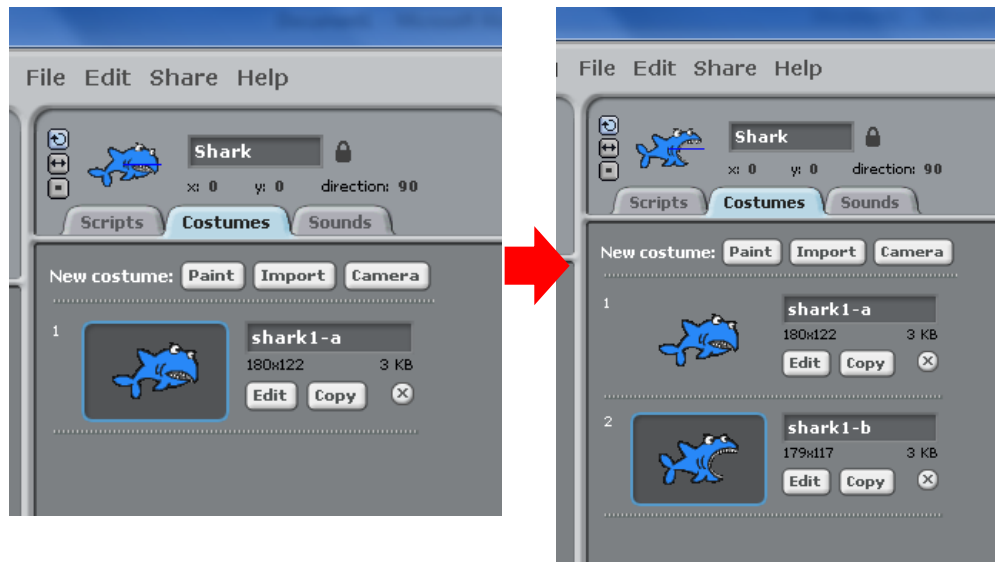


#### 5. Shark

- Now you will firstly need to delete the Cat Sprite. Right click on the Cat and select "delete".
- Then Choose new sprite from file.



- The shark has 2 costumes to make it look like he is opening and closing his mouth. You will find these in the "Animals" folder.
- Select "shark1-a" – then give it the name "Shark".
- To add the second shark costume – click on "Import" – then select "shark1-b".



## 6. Script for Shark

- Now add the following script to the Shark.

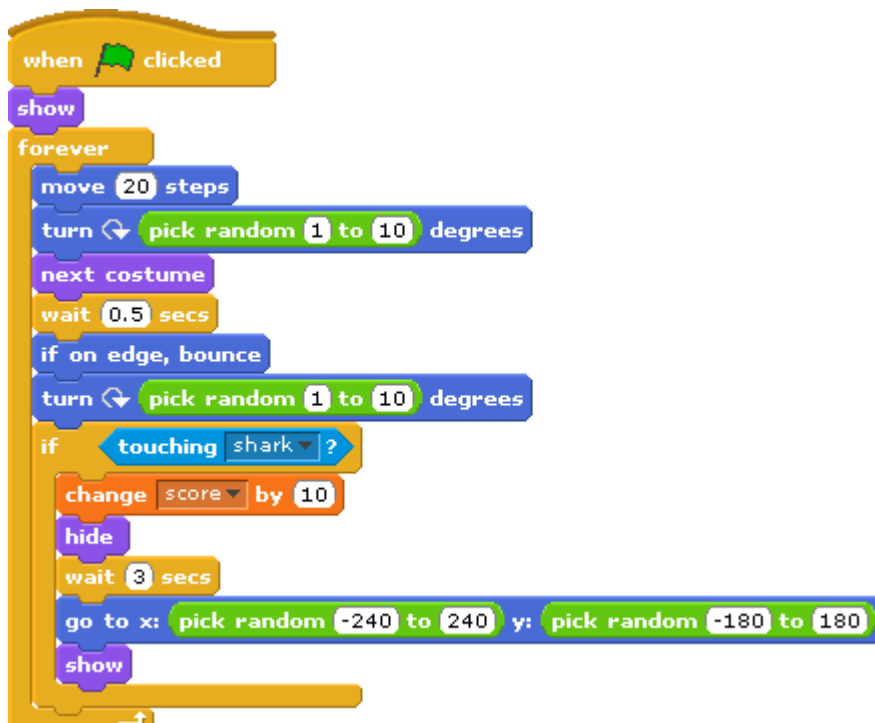


## 7. Fish

- The fish has 2 costumes to make it look like he is opening and closing his mouth. He moves randomly which is achieved by the 'turn pick random ... degrees'. the 'go to x pick random ... y pick random ...' makes him reappear in a different part of the screen.
- As for the shark you need to add a new sprite "fish1-a" – then Import the second costume "fish1-b".



## 8. Script for fish



## 9. SUGGESTIONS FOR FURTHER WORK

- See if you can add some sound for when the shark gobbles the fish.
- Add some more fish to the screen – maybe allow them to be eaten by the shark also but with more points!! Get them to appear at different times.

