(Ghostbusters)

Introduction

This project is like the carnival game called whack-a-mole. You get points for hitting the ghosts that appear on the screen. The aim is to get as many points as possible in 30 seconds.

Skills

This project covers:

- Setting a variable
- Loops
- Keeping and setting the score

Resources

This project uses resources found in the Scratch Backgrounds and Costumes folders

Scratch Cards required

- Keep score
- Timer
- Animate it

Basic exercises

- Step 1: Create a flying ghost
- Step 2: Make the ghost appear and vanish randomly
- Step 3: Make the ghost disappear when it's clicked
- Step 4: Add a score and timer

Challenges

1. Add more ghosts