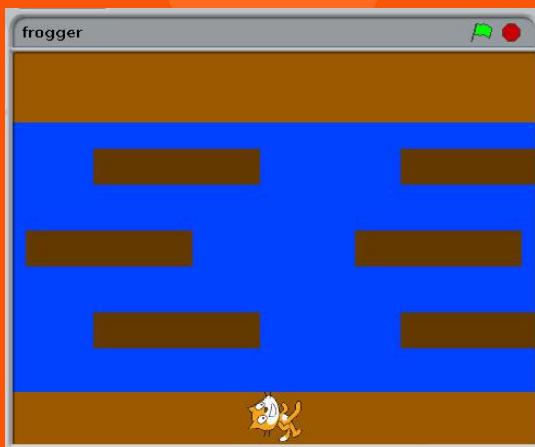


THE SCRATCH PATCH



In this article we will make a very simple game in Scratch.

I'm hope many MagPi readers will enter the Raspberry Pi foundation's Summer Programming competition.

Even if you haven't made many games in Scratch before, you'll soon be Scratching with the best of them!

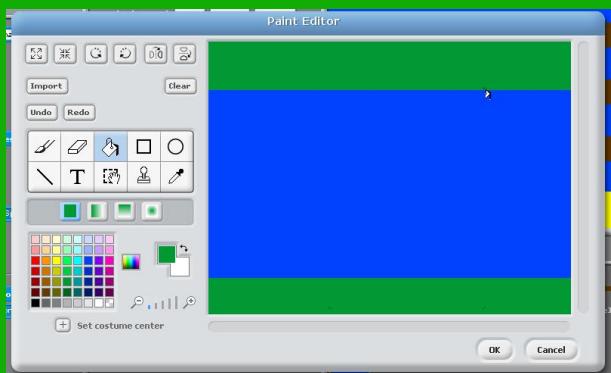
You can download this project from:
<http://scratch.mit.edu/projects/racypy/2668257>

The first thing to do is delete the cat sprite because we won't be using that. Right-click on it and choose "delete".

Next, we need to create a background. To do this, click on the white square in the "stage" area on the bottom right of the screen.

Then click on "backgrounds" in the centre panel and use the built-in paint application to make something like this.

Next you will need some sprites; one that looks something like a frog and six identical "logs". Click on the star and paint-brush in the "New Sprite" area, to create your sprites.



My attempt at drawing one was not very impressive!

You'll need something like this script for your frog. The numbers referring to the positions of things may be different depending on how you drew the background. I've used some sounds I found online, but you could use the ones that come with Scratch - you'll need to import them first. Click on "Sounds" in the centre window.

Now you'll need six logs, each with a script. In the pictures, you can see the first pair of scripts. You'll need to experiment with changing the y coordinates for the other logs until you get them just right. Remember the frog moves by 75 steps each leap!

I hope you find this example helpful and go on to make some fun games yourself. As a challenge why not try to get the frog to ride along the logs?

Log script below. You need one for each log. In each script change the starting x and y coordinates and make the same change to the y coordinate in the second loop.

You want 3 rows of 2 logs. Rows 1 and 3 should move in the same direction. Can you get row 2 to move in the opposite direction?