Tracking Bot!

Today you are going to create your own version of my Tracking Bot game. You will be given points for how well your game approximates mine.

In total, your game will consist of a stage with one (or multiple) levels and two other sprites: a “drawing” sprite and a “tracking bot” sprite.

In the process you will be using move, color is touching, forever, and the pen extension to complete the project.

Assignment:

Setup

□ Copy my tracking bot “skeleton” into your scratch account

Drawing Sprite

□ Create a program with a single “green flag clicked” start

□ Make the program clear old drawn lines when the green flag is clicked

□ Make the program have the drawing sprite follow the mouse

□ Make the program have the drawing sprite create a line when the space bar is pressed

Robot Sprite

□ Make the program put the tracking bot in position when the green flag is clicked

□ Make the program have the tracking bot start moving once drawing begins

□ Make the program have the drawing sprite create a line when the space bar is pressed

□ Make the program end in failure if the tracking bot touches brown

□ Make the program end in failure if the drawing sprite touches green

□ Make the program end in success if the tracking bot gets to the goal

Bonus:

□ Add a second level to your game

□ Create a 3+ frame explosion animation when the tracking bot touches brown

□ Add the concept of lives

□ Alter the code so instead of following a line, the tracking bot “shies” away from a line

□ Create a start screen that allows the user to select which mode (follow or shy) to use

□ Add a timer so the player has a limited amount of time to win the level