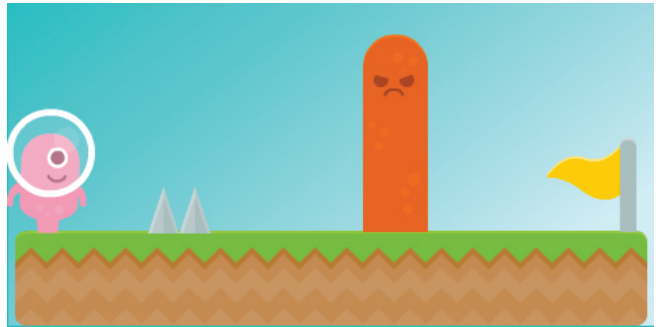




## HELP PINKY TO REACH THE YELLOW FLAG!

Would you like to build a cool adventure game? Pinky wants to get to the yellow flag but needs to overcome a lot of obstacles... With this assignment you can prove that you are already really good at Scratch!

The solution is not given, so you can invent it all on your own ;-)



### ★ LEVEL ★ 1

## SAVE

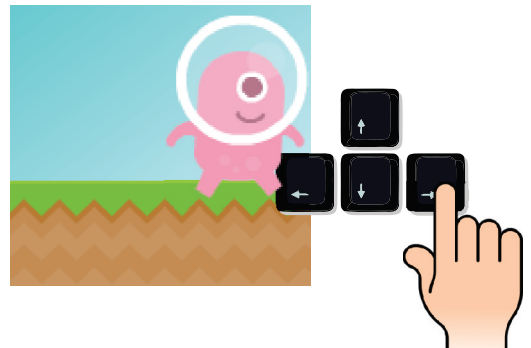
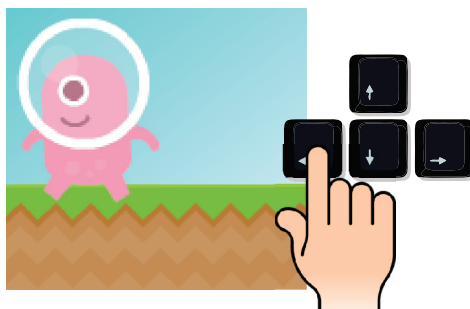
Saving your project is extremely important! For this assignment we start with a project with the sprites already in place. You still need to build all the scripts! Ask a coach for the empty project, or go to [scratch.mit.edu/projects/22114780/](https://scratch.mit.edu/projects/22114780/) and save a copy on your computer or in your online scratch account.

### ★ LEVEL ★ 2

## LOOK MUM, I CAN WALK!

Our hero in this game is Pinky, the pink alien. Pinky can't do anything yet...

Write a script to make Pinkie walk left and right by pushing the left- and right arrow keys.





## ★ LEVEL ★ 3

### NICE BREEZE!

Make the yellow flag flutter from the moment you click the green flag. You can do this by continuously changing the appearance of the flag.

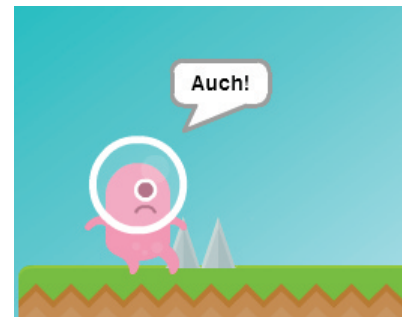


## ★ LEVEL ★ 4

### PAIN IS NOT OK...

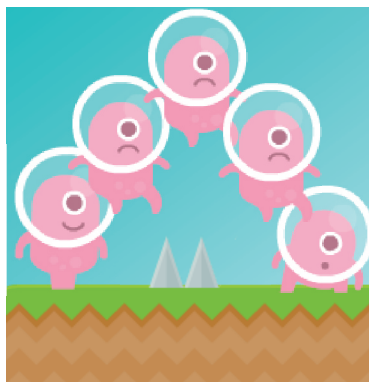
When Pinky touches the grey pins, he needs to say "Auch!". You can choose if you want to use a text-balloon or real sound.

Thankfully computersprites don't really feel pain ;-)

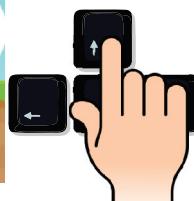


## ★ LEVEL ★ 5

### JUMP! JUMP!



Stepping onto pins is not fun at all... Make Pinky jump when you press the up arrow.





## ★ LEVEL 6 ★

### MY OWN BLOCK!

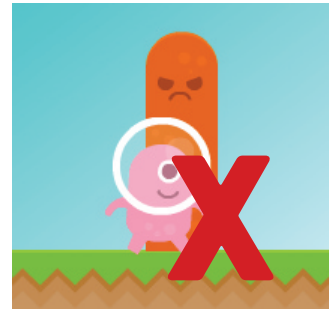
Make your programma more readable by creating your own "Jump" block.



## ★ LEVEL 7 ★

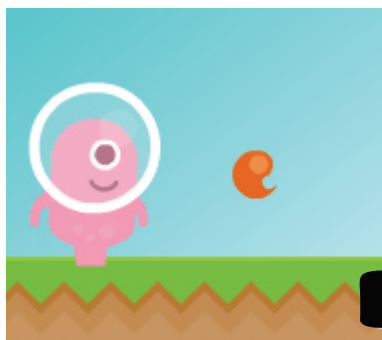
### ANGRY SAUSAGE DOESN'T THINK IT IS FUNNY...

Angry Sausage is the arch enemy of Pinky. Make sure that Pinkie cannot pass through the sausage.



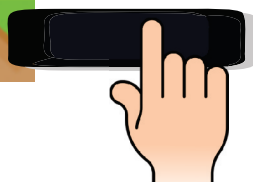
## ★ LEVEL 8 ★

### GREAT BALLS OF FIRE!



Pinky fights back!

Give Pinky fire power: when you press the spacebar, Pinky should shoot a fireball!



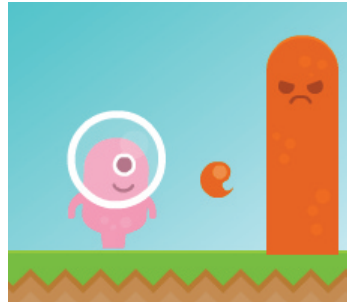


## ★ LEVEL ★ 9

### AND MR. SAUSAGE WAS GONE...

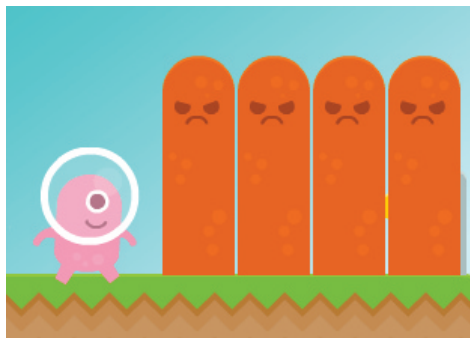
Fireballs that don't do anything are pretty boring.

Make Angry Sausage disappear when he is hit by a fireball.



## ★ LEVEL ★ 10

### SAUSAGE INVASION



Pinky loves to shoot fireballs!

Make it extra fun for Pinky by putting 4 Angry Sausages in his path.

Watch out, you can only use 1 Angry-Sausage-Sprite...

### SCRATCH TIP OF THE DAY

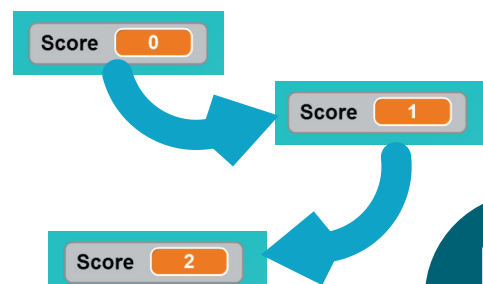
Use the clone option to make copies of 1 sprite.



## ★ LEVEL ★ 11

### BECAUSE GOOD POINTS ARE IMPORTANT

Show a score that increases whenever Pinky hits a sausage.





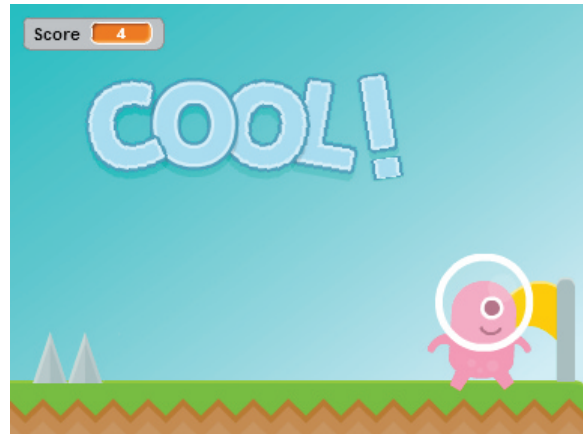
## ★ LEVEL 12 ★

### ALMOST THERE?

If all enemies are fireballed,  
Pinky can go to the yellow  
flag!

Make the word "COOL!" appear  
when het reaches the flag.

Add a fun sound too.



## ★ LEVEL 13 ★

### SHARING IS CARING!

Wow, did you really get through all the levels? Cool! You must be so proud  
that you want to share your game with the entire world!

Go to [scratch.mit.edu](https://scratch.mit.edu), make your own account and share your work with  
everyone!

Curious what your family and friends will think ;-)

