

ICT PRACTICAL WORKSHEET - STD VIII

Worksheet No	4.1
Name of Chapter	Computer Games
Name of Activity	Create Game Assets and Gun Movement in Scratch
Software Used	Scratch
Time	40 Minutes

Order of Events

Opening the Software	Click on the Show Applications icon. Type Scratch in the search bar and open it.
Deleting Default Sprite	Right-click on the default "Dango" cat sprite and select delete to remove it from the project.
Adding a Backdrop	Click on the Choose a Backdrop icon on the Stage. Select the Blue Sky backdrop from the library.
Drawing the Gun Sprite	Click on the Paint icon to create a new sprite. Use the Rectangle tool to draw a simple gun. Name the sprite "gun".
Setting Gun Properties	Select the "gun" sprite. In the Size field, set the value to 50 . Ensure its direction is set to 90 .
Coding Gun Movement	Add the following code to the "gun" sprite: when flag clicked forever point towards mouse-pointer
Drawing the Bullet Sprite	Create a new sprite using the Paint icon. Draw a small bullet using the Rectangle and Reshape tools. Name it "bullet".
Setting Bullet Properties	Select the "bullet" sprite. Set its Size to 10 . Position it at the end of the gun's barrel.
Saving the Project	Click File → Save to your computer . Save the project as shooting_game.sb3 .
Finishing	Test the gun's movement by clicking the green flag and moving

Opening the Software	Click on the Show Applications icon. Type Scratch in the search bar and open it.
	the mouse.

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Worksheet No	4.2
Name of Chapter	Computer Games
Name of Activity	Add Balloons and Create Variables for Game Logic
Software Used	Scratch
Time	40 Minutes

Order of Events

Opening the Saved Project	Open Scratch. Click File → Load from your computer and select <code>shooting_game.sb3</code> .
Adding Balloon Sprites	Click Choose a Sprite and add two Balloon1 sprites from the library.
Customizing Balloons	For the second balloon, go to the Costumes tab. Keep only the yellow costume and delete the blue one. Rename the sprites " <code>blue_balloon</code> " and " <code>yellow_balloon</code> ".
Creating Burst Costumes	For each balloon, right-click on the costume and select duplicate . Use the Reshape tool to modify the duplicate to look like a burst balloon.
Creating Variables	Go to the Variables category. Click Make a Variable . Create two variables: <code>bullets</code> and <code>score</code> .
Initializing Variables	Add this code to the "gun" sprite: when flag clicked set bullets to 20 set score to 0
Adding Balloon Movement (Blue)	For the blue balloon, add: when flag clicked forever go to x: pick random -230 to 230 y: -107

Opening the Saved Project	Open Scratch. Click File → Load from your computer and select <code>shooting_game.sb3</code> .
	<code>glide 2 secs to x: pick random -230 to 230</code> <code>y: 165</code>
Adding Balloon Movement (Yellow)	Drag the same code block to the yellow balloon sprite.
Adding Firing Sound to Bullet	Select the "bullet" sprite. Go to Sounds . Click Choose a Sound and add the Rip sound.
Saving the Project	Press Ctrl+S to save your progress.

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Worksheet No	4.3
Name of Chapter	Computer Games
Name of Activity	Implement Shooting Mechanics and Game Completion
Software Used	Scratch
Time	40 Minutes

Order of Events

Opening the Project	Open your <code>shooting_game.sb3</code> project in Scratch.
Creating Broadcast Message	In the Events category, create a new message called "Clicked".
Coding the Stage for Click Detection	Add this code to the Stage : <code>when flag clicked</code> <code>forever</code> <code>if mouse down? then</code> <code>broadcast Clicked</code>
Implementing Bullet Cloning	Add this code to the "bullet" sprite: <code>when I receive Clicked</code> <code>go to gun</code>

Opening the Project	Open your shooting_game.sb3 project in Scratch.
	change bullets by -1 create clone of myself
Coding Clone Behavior	Add this code to the "bullet" sprite: when I start as a clone start sound Rip point towards mouse-pointer repeat until touching edge move 50 steps delete this clone
Adding Balloon Pop Effect (Blue)	For the blue balloon, add: when flag clicked show forever if touching bullet ? then switch costume to balloon1-a2 start sound Pop wait 0.05 seconds hide wait 0.5 seconds switch costume to balloon1-a change score by 1 show
Adding Balloon Pop Effect (Yellow)	Drag the same code block to the yellow balloon. Ensure the costume names in the code match the yellow balloon's costumes.
Testing the Game	Click the green flag and test all features: shooting, scoring, balloon popping, and bullet count.
Finalizing the Project	Add a "Game Over" message that appears when bullets = 0. Use a say block.
Exporting the Project	Click File → Save to your computer to save the final version.
Finishing	Close Scratch.