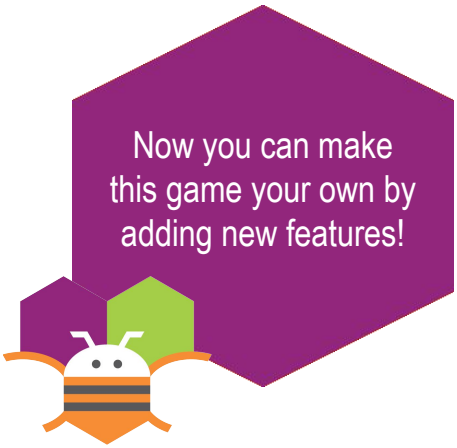
FOOD CHASE GAME: CHALLENGE



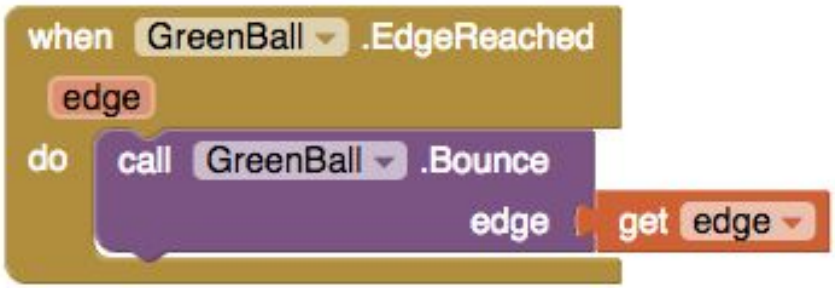
MAKE FOOD MOVE

You've done this already with **GreenBall**.

1. Find the **Restart** procedure in the Blocks Editor. Check how the **GreenBall** *Speed* and *Heading* were set.

You can set any or all of the Food ImageSprites - **Food1, Food2, Food3**, and **Food4** so their *Speed* is not zero and *Heading* ranges from 1-360. Then they will automatically be animated, and start moving across the screen.

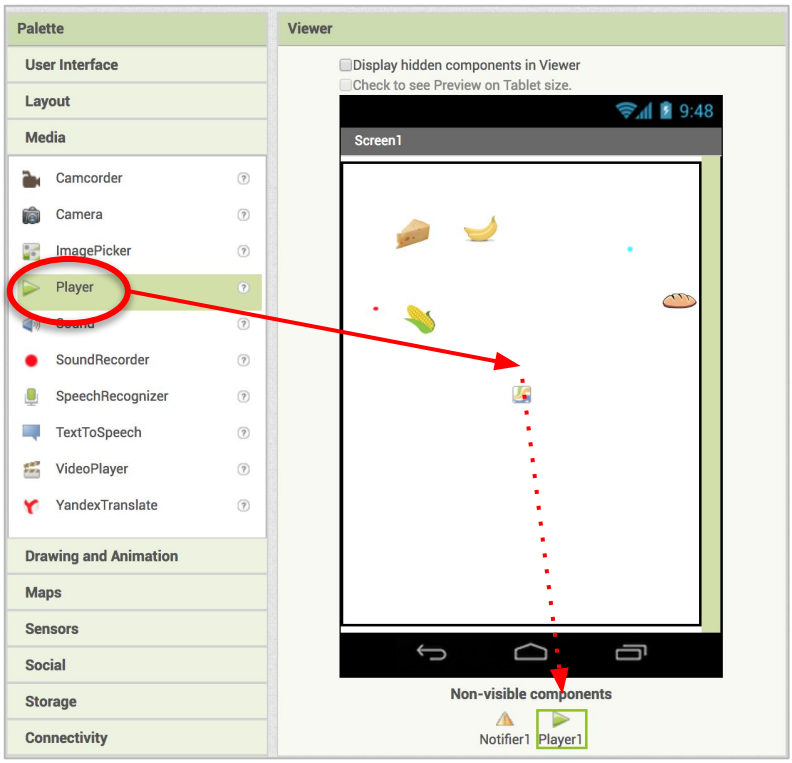
2. Don't forget about bouncing. Add an **EdgeReached** event block for each Food **ImageSprite** and have it bounce off the edge, just like you did with **GreenBall**..



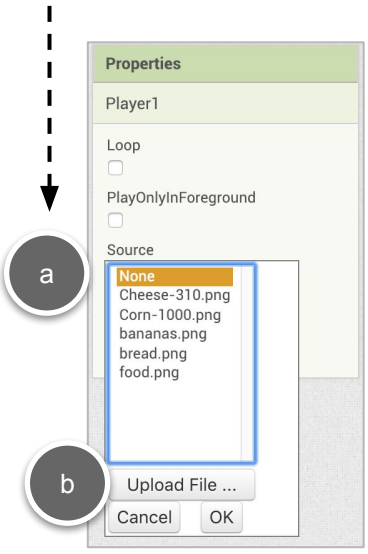
ADD SOUNDS EFFECTS

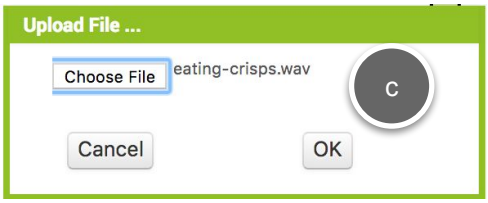
It would be fun to add sound effects when the **RedBall** "eats" Food.

1 Add a **Player** component in the Designer.

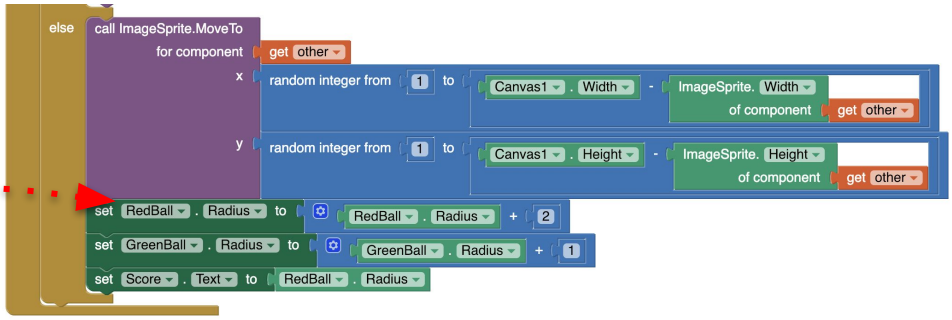


2 Upload a sound file and add it as the *Player1.Source*.





3 Whenever **RedBall** collides with **Food1**, play the sound.

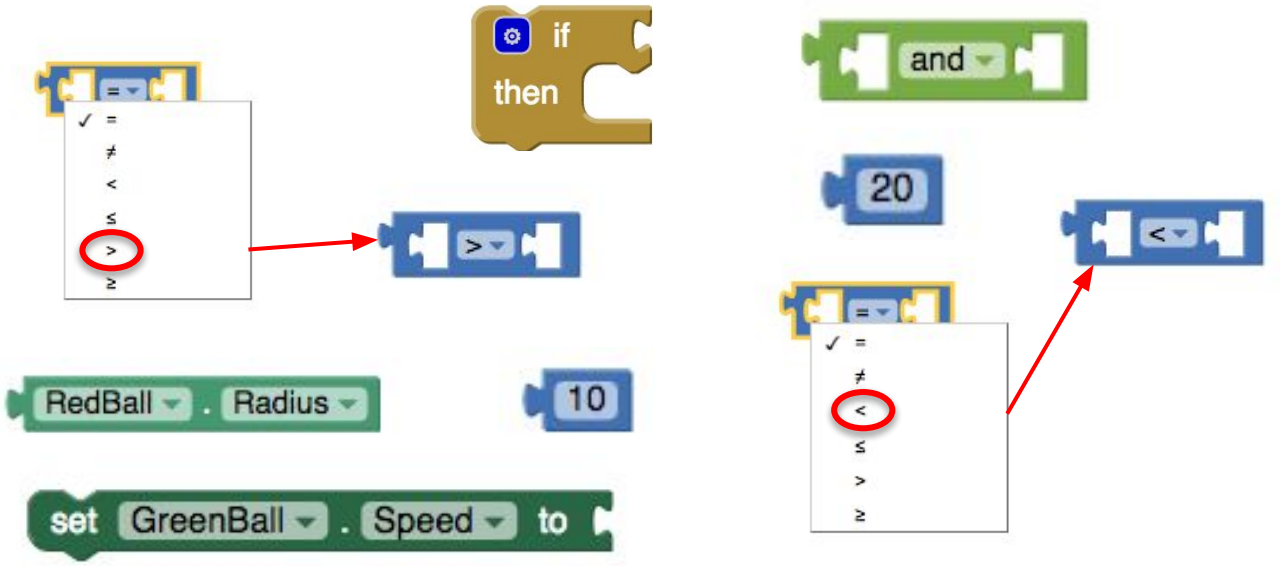


MAKE GREENBALL GO FASTER

To make the game harder to play, increase the speed of the **GreenBall** as time goes by. You can decide to increase the speed whenever the size of the **RedBall** gets to a certain size, which means the **RedBall** is eating Food and getting larger.

1 Currently the *Radius* of **RedBall** is increased when it collides with **Food**. Add a conditional **if** block to **RedBall.CollidedWith** to check if the *Radius* is between, say, 10 and 20. So that means, if it's greater than 10 and less than 20. If it is, set the **GreenBall's** *Speed* to 10 (or some other number). Use these blocks.

Both sides of the **and** block must be true for the entire condition to be true



2 If you want, you can add more **if** blocks for larger values of **RedBall.Radius**, to make the **GreenBall** go even faster!

10 is just a suggested value. You can change the speed to a different value if you want.