FOOD CHASE GAME: CHALLENGE

Now you can make this game your own by adding new features!
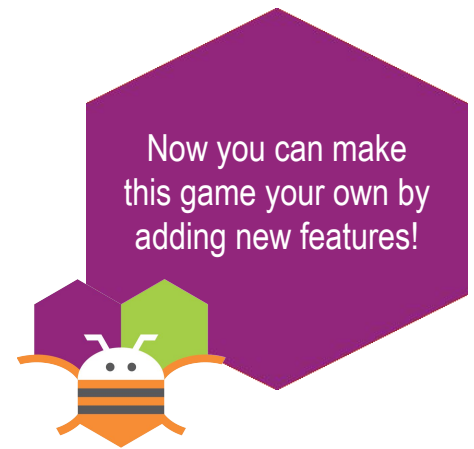
MAKE FOOD MOVE

Look familiar? You've done something similar 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.
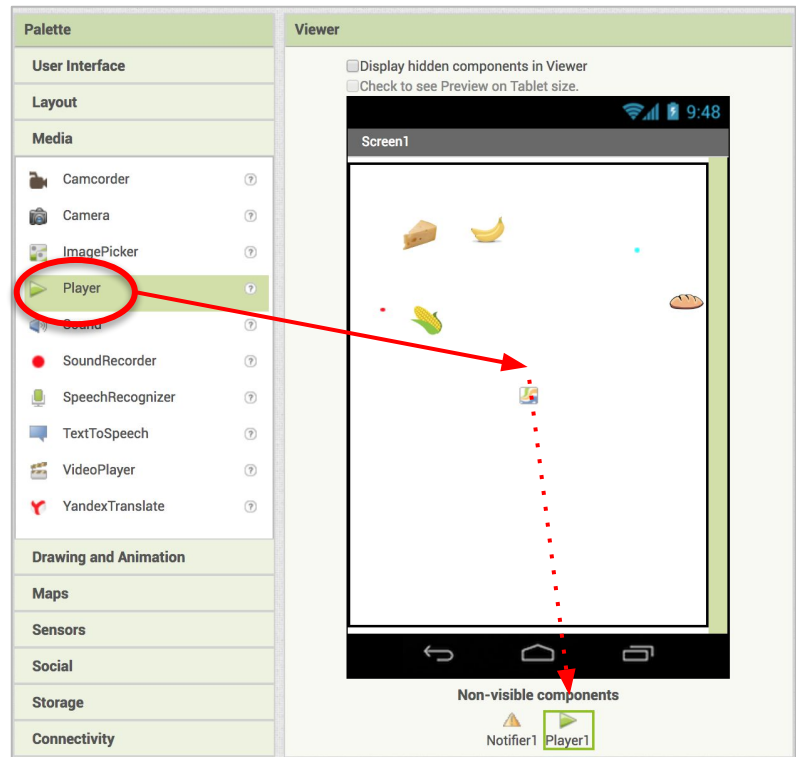
2 Don't forget about bouncing. Add an **EdgeReached** event block for each Food **ImageSprite** and have it bounce off the edge, just like you did with **GreenBall**..
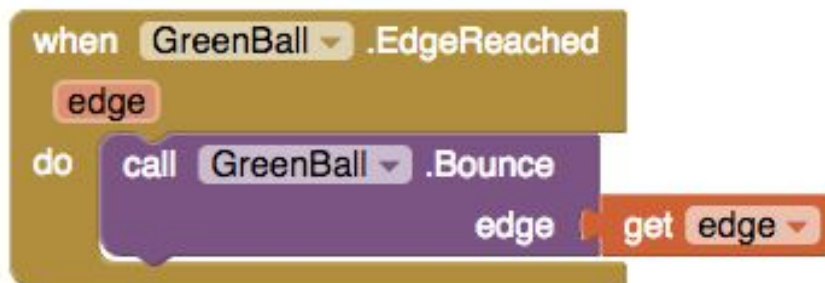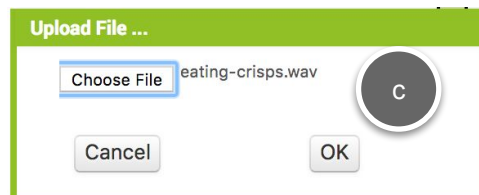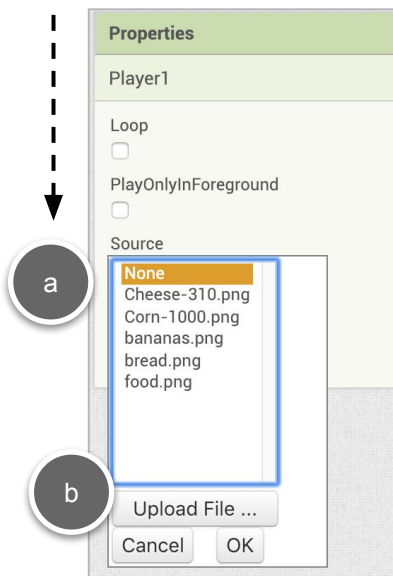
ADD SOUND EFFECTS

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

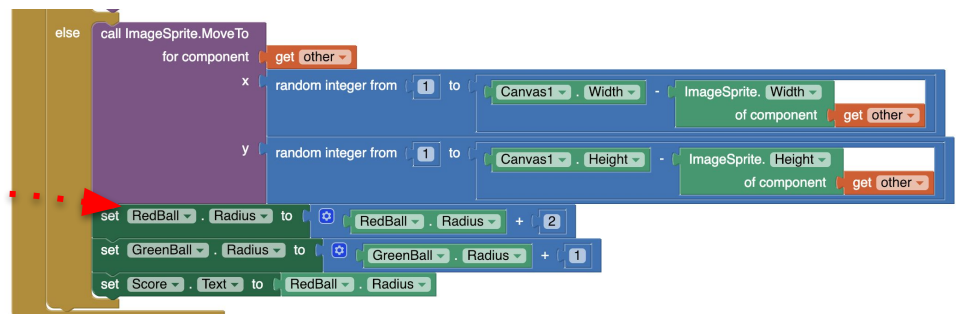**1** Add a **Player** component in the Designer. - - - - ➤

2 Upload a [sound file](#) and add it as the *Player1.Source*.

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

call Player1 .Start

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SPEED UP GREENBALL

To make the game harder to play, increase the speed of **GreenBall** as time goes by. You can decide to increase the speed whenever the size of **RedBall** gets to a certain size, which means **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 check the size.
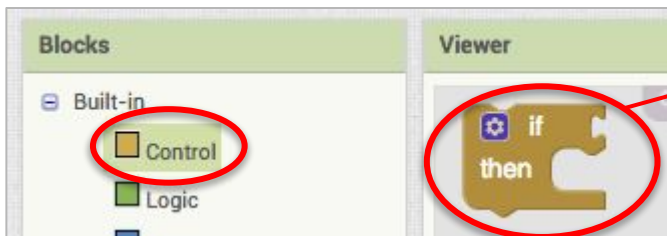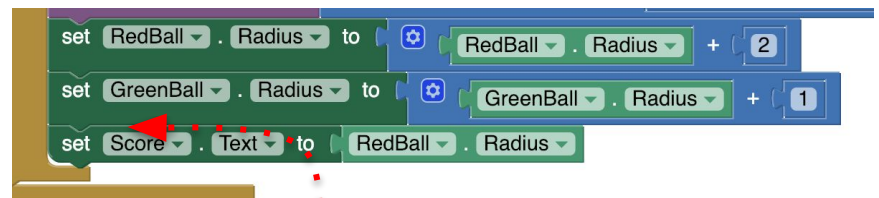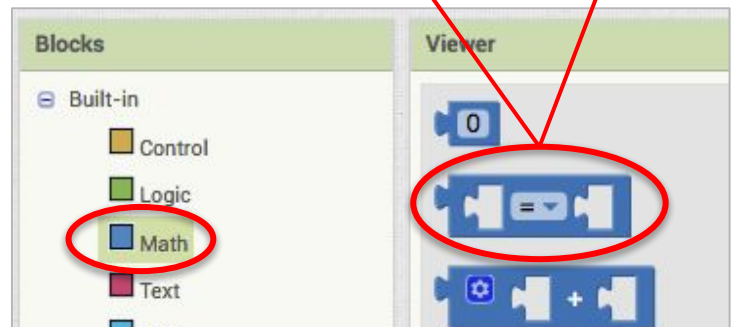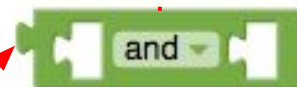
Both sides of the **and** block must be true for the entire condition to be true

You want to check if the *Radius* is between, say, 10 and 20.
So that means, if it's greater than 10 and less than 20.
You'll use another Logic block, **and**, to check this.

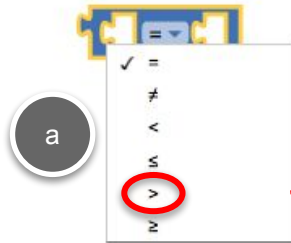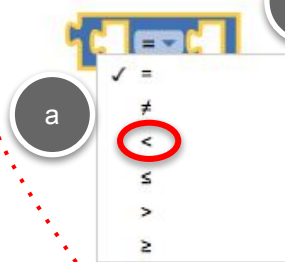**2** Drag out an **and** block from the Logic drawer and snap to the **if** block.

3 From the Math drawer, drag out 2 **equals (=)** blocks.

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MAKE GREENBALL GO FASTER (continued)

4 Click on the **=** sign in the block, and change the **=** to **>.**

5 With the second **=** block, Click on the **=** sign in the block, and change the **=** to **<.**
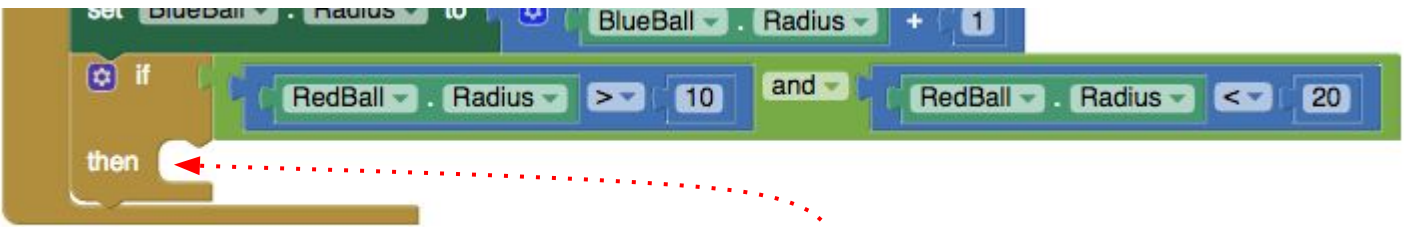
6 Drag out two **RedBall.Radius** blocks from the **RedBall** drawer, and snap into the left puzzle piece of the **<** and **>** blocks.

7 From the Math drawer, drag out two **0** blocks. Change one to **10** and the other to **20** and snap to the appropriate **<** and **>** blocks.

MAKE GREENBALL GO FASTER (continued)

set BlueBall . Radius to BlueBall . Radius + 1

if RedBall . Radius > 10 and RedBall . Radius < 20

then
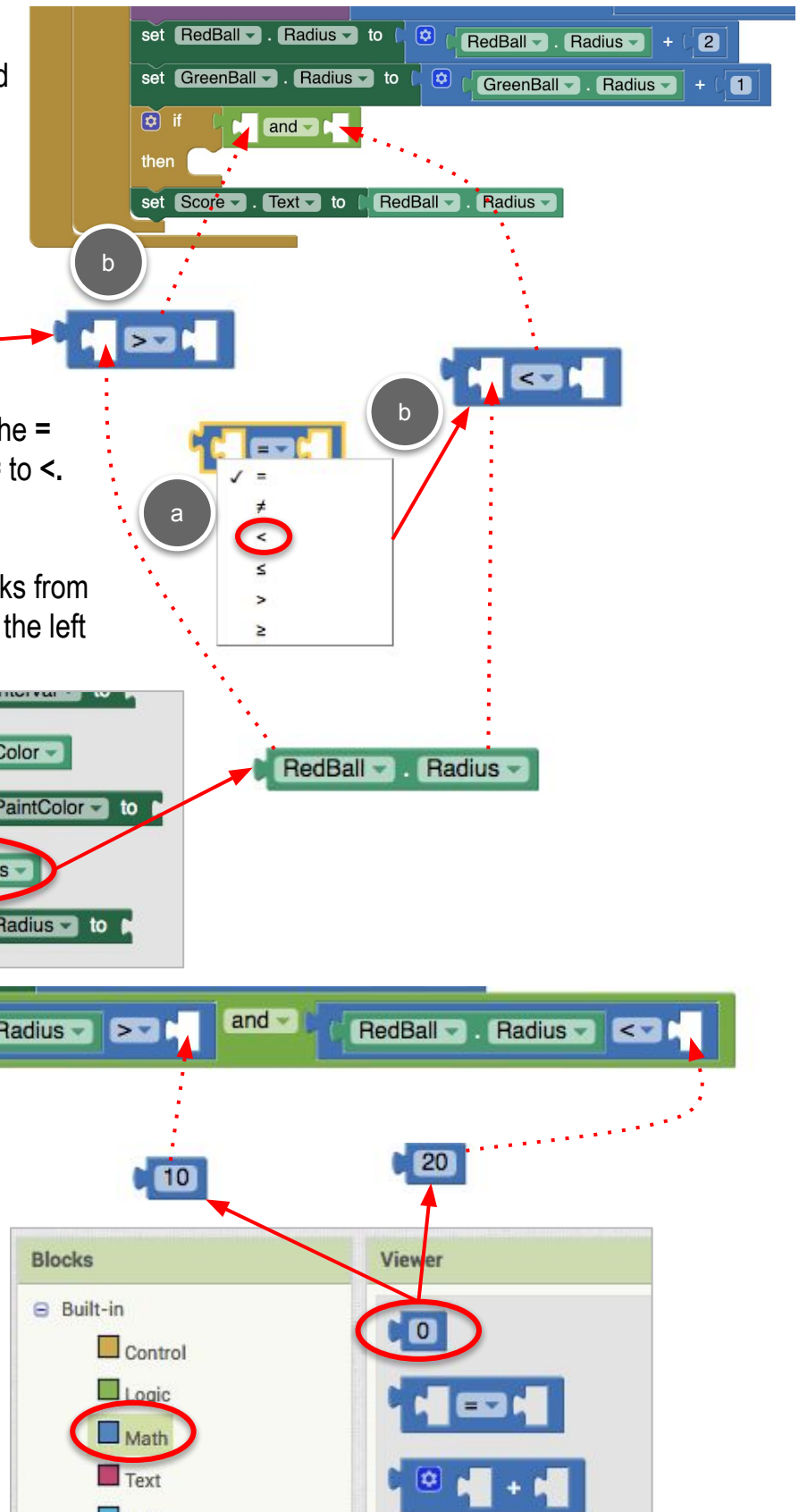
8 Now, add blocks to set the **GreenBall.Speed**.

b set GreenBall . Speed to

GreenBall . Radius

set GreenBall . Radius to

GreenBall . Speed

set GreenBall . Speed to

d 10

Blocks | Viewer

Built-in

Control

Logic

c Math

Text

0

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

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

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