

Scratch Project Portfolio

Chick Jump Game

Project Overview

This project is a simple game developed using the Scratch programming platform. The main character (Chick) jumps to collect eggs and earn points. The game helps in learning basic programming concepts such as events, loops, conditions, and variables.

Objectives

- 1 To create a simple interactive game using Scratch.
- 2 To understand animation and movement blocks.
- 3 To use variables for scoring.
- 4 To improve logical thinking skills.
- 5 To learn basic game design concepts.

Game Description

In the Chick Jump Game, the chick sprite jumps when the space key is pressed. Egg sprites move from one side of the screen to the other. When the chick touches an egg, the score increases. The player tries to collect as many eggs as possible.

Game Controls

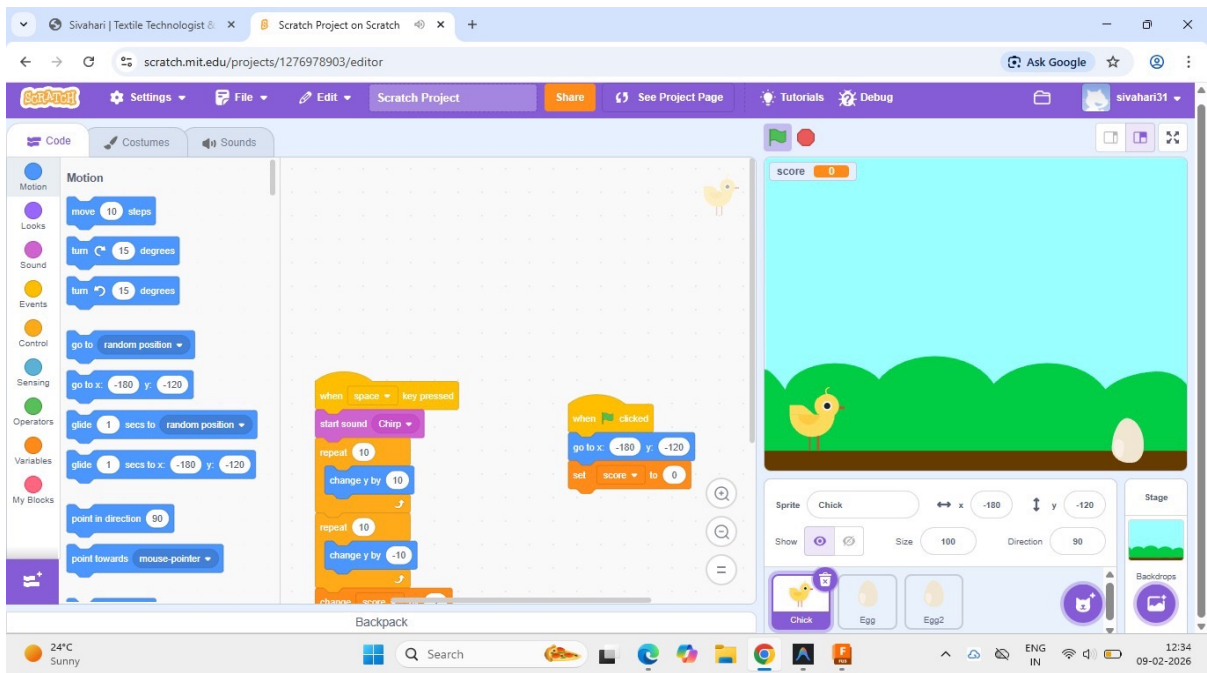
Space Key: Makes the chick jump.
Green Flag: Starts the game.
Red Button: Stops the game.

Programming Concepts Used

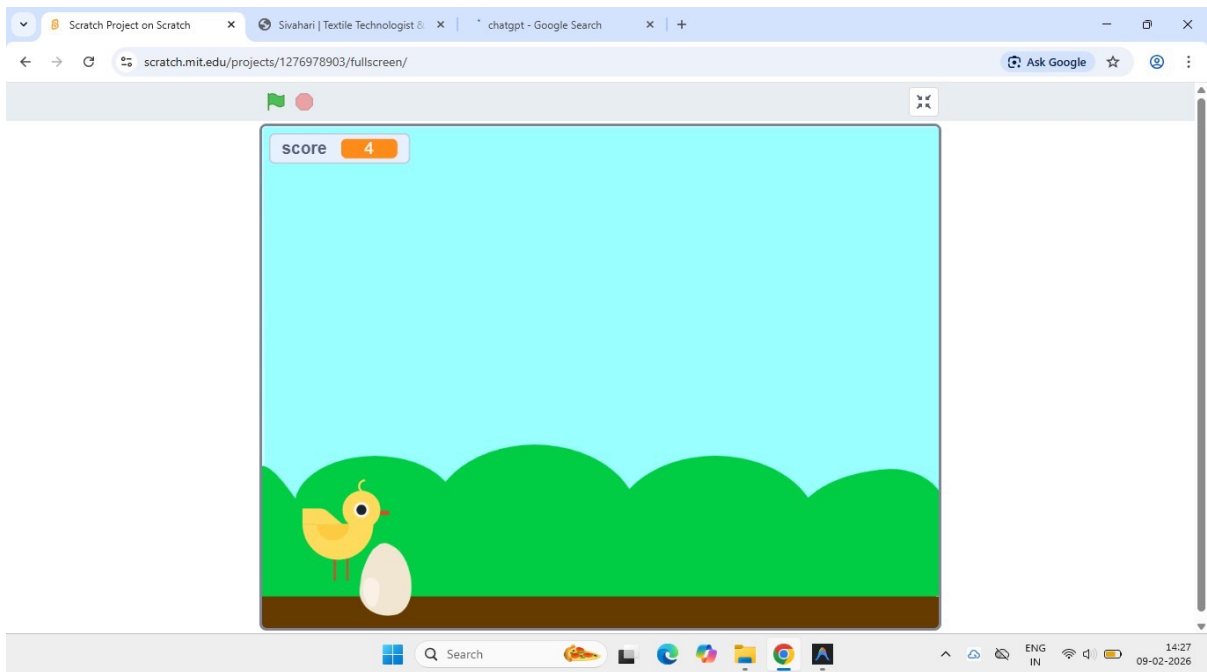
- Events: when green flag clicked, when space key pressed.
- Loops: repeat and forever blocks.
- Variables: score variable to store points.
- Motion: glide and change y blocks for movement.
- Sensing: touching block for collision detection.

Project Screenshots

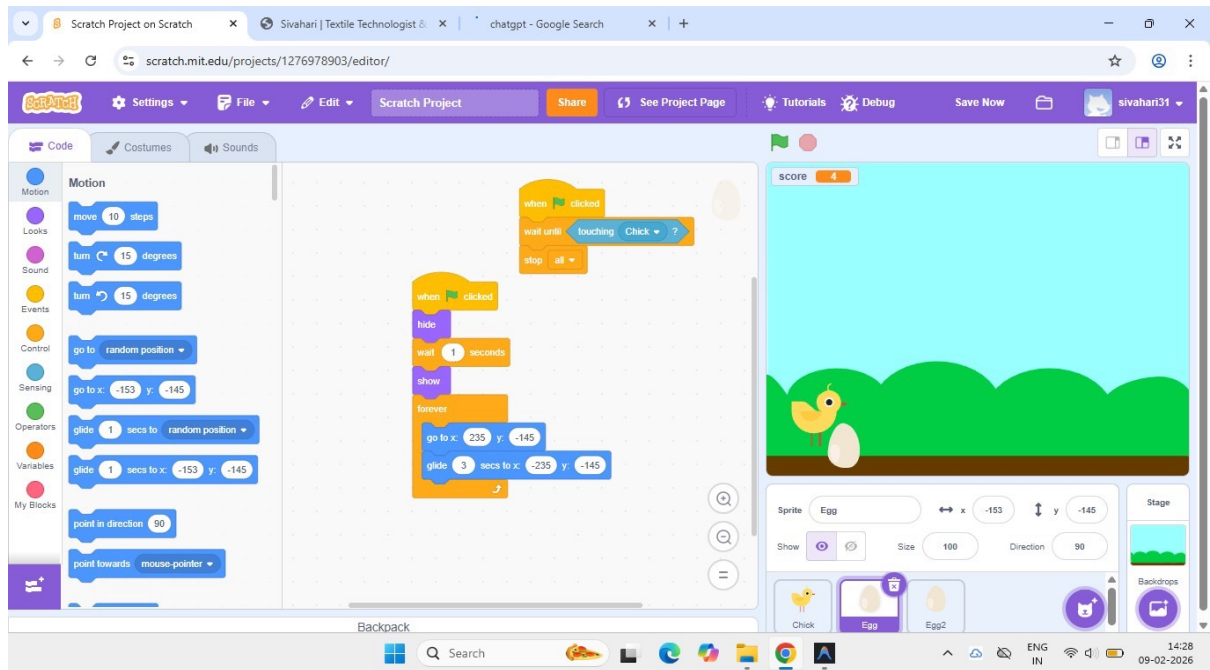
Screenshot 1



Screenshot 2



Screenshot 3



Conclusion

This Scratch project helped me understand the basics of game development and programming logic. By creating this game, I improved my creativity, problem-solving skills, and technical knowledge. This project is an important step in building my programming portfolio.

Developed By

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