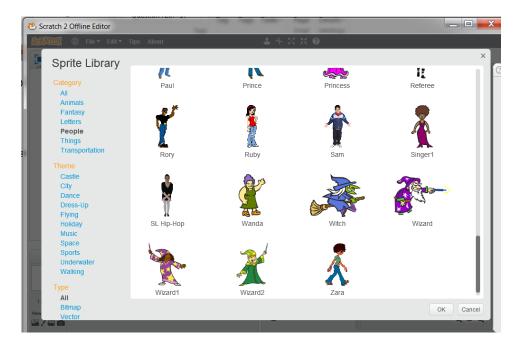
Scratch Game -- Witch hunt pumpkin

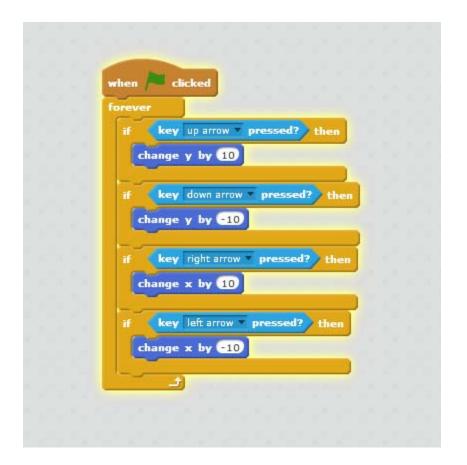
Sunday, October 23, 2016 3:00 PM

What you will learn:

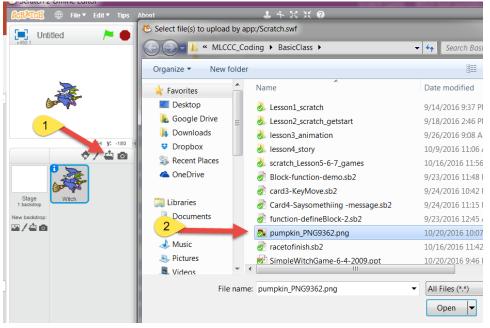
- How to use keyboard control to move a sprite
- How coordinates can tell sprites where to go
- That Scratch can use random choices to make game unpredictable
- 1. Delete the Scratch Cat, Add a witch from library



2. Make witch controlled by arrow key



3. Upload a pumpkin



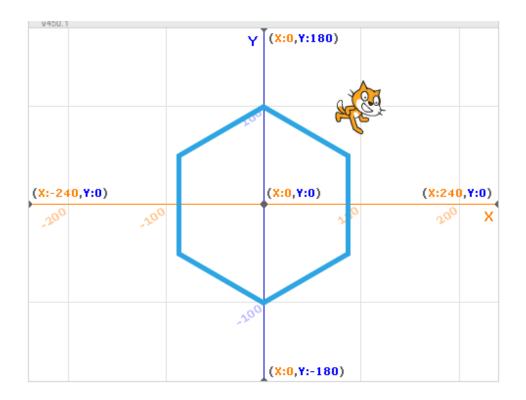
4. Change pumpkin size



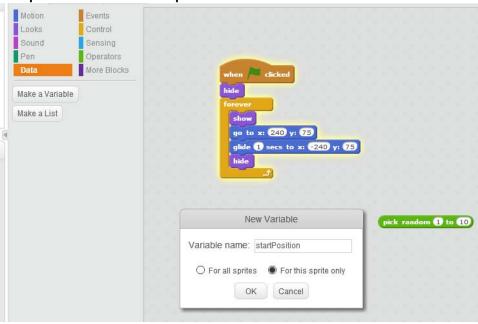
5. Make pumpkin moving from right to left



6. Understand the Coordinates



7. Make Pumpkin start from random position





Scratch Page 4

```
when clicked
hide
forever

set startPosition to pick random -180 to 180
show

go to x: 240 y: startPosition
glide 0.5 secs to x: -240 y: startPosition
hide
```

8. When witch catch pumpkin, play sound, got score, add below on pumpkin

```
when clicked

set score to 0

forever

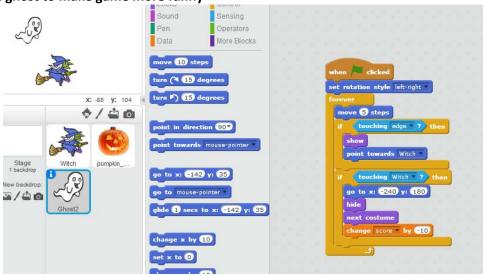
if touching Witch 2 then

play sound pop

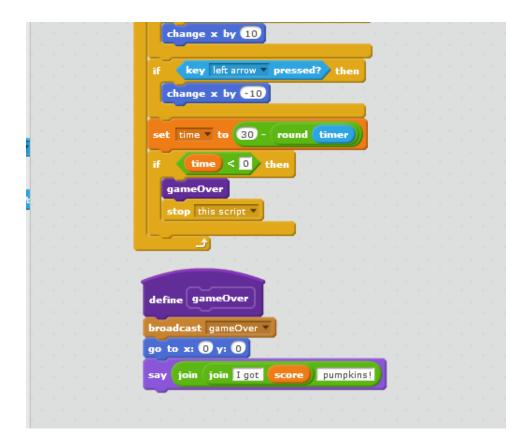
change score by 1

hide
```

9. Add a ghost to make game more funny



10. Add timer and gameover



11. In pumpkin and ghost, receive the gamover



12. Add background

