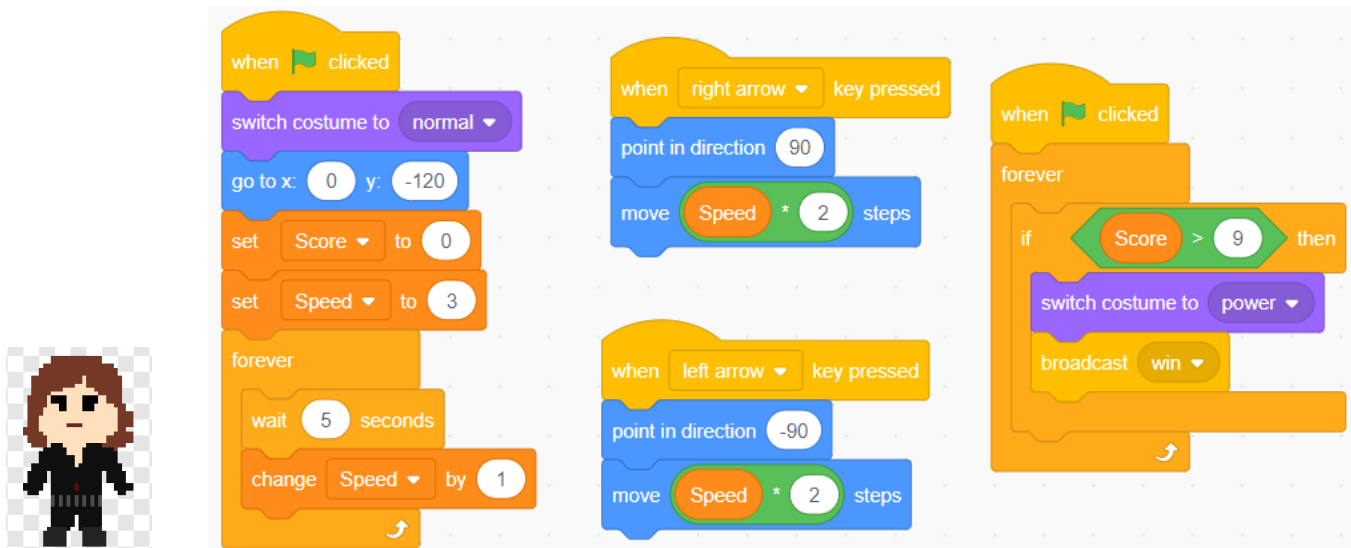


Grey Tarantula - Project 11

INSTRUCTOR: Open Scratch and scan the QR code

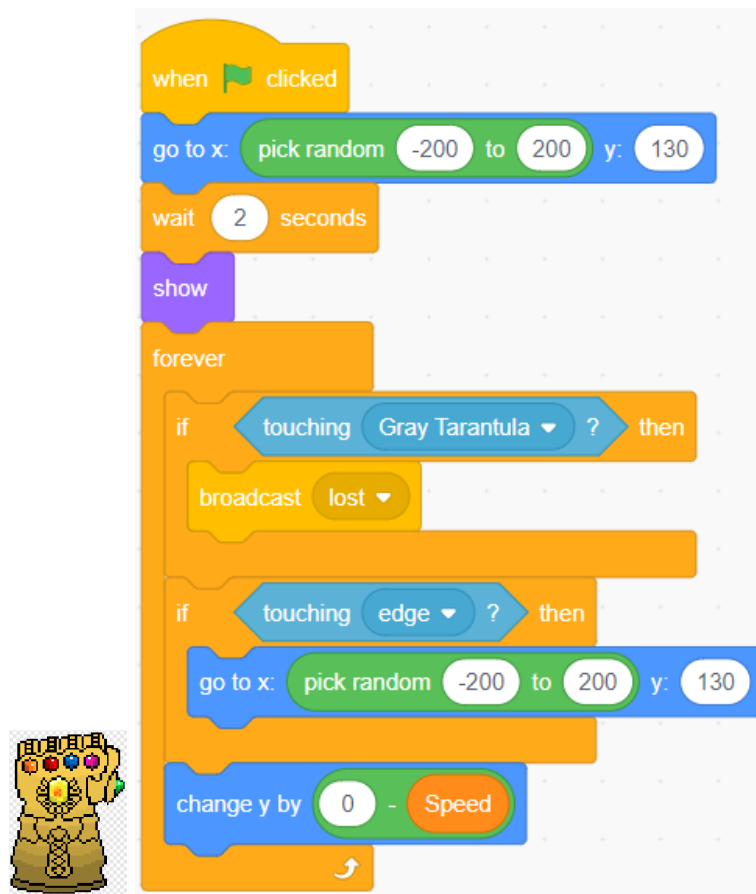
1. Grey Tarantula Code



The code for the Grey Tarantula character is organized into three main sections:

- Initialization (when clicked):** Switch costume to 'normal', go to x: 0, y: -120, set Score to 0, and set Speed to 3.
- Movement (when right or left arrow is pressed):** Point in direction 90 (right) or -90 (left), then move Speed * 2 steps.
- Game Logic (when clicked):** A 'forever' loop containing an 'if' statement: if Score > 9, then switch costume to 'power' and broadcast 'win'.
- Speed Increase (forever loop):** A 'forever' loop containing a 'wait 5 seconds' block followed by a 'change Speed by 1' block.

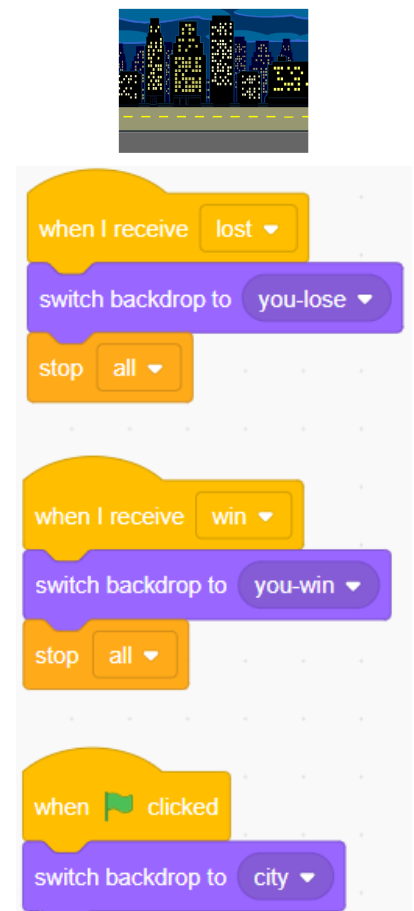
2. Eternal Glove Code



The code for the Eternal Glove character is organized into two main sections:

- Initialization (when clicked):** Go to x: pick random -200 to 200, y: 130, wait 2 seconds, and show the character.
- Game Logic (forever loop):**
 - Touching Gray Tarantula:** If touching Gray Tarantula, broadcast 'lost'.
 - Touching edge:** If touching edge, go to x: pick random -200 to 200, y: 130.
 - Movement:** Change y by 0 - Speed.

3. Stage



The code for the Stage is organized into three main sections:

- Lost (when I receive lost):** Switch backdrop to 'you-lose' and stop all.
- Win (when I receive win):** Switch backdrop to 'you-win' and stop all.
- Click (when clicked):** Switch backdrop to 'city'.

INSTRUCTOR: Ask students to help with clean-up