

MIS_3
21MAT204

Assignment_1

Title: Virtual Town in Scratch

Done by

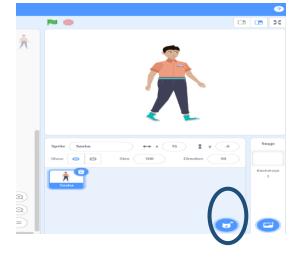
Ramisetty Lakshmi Venkat [CB.EN.U4AIE21152]

Description

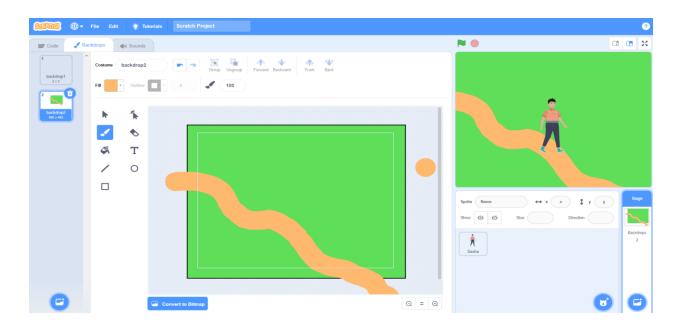
I have done this project in two part that is virtual town and a car game and merged the projects like car game is going to happen in the virtual town.

Step 1:- I have added the sprite named sasha who is going to play a

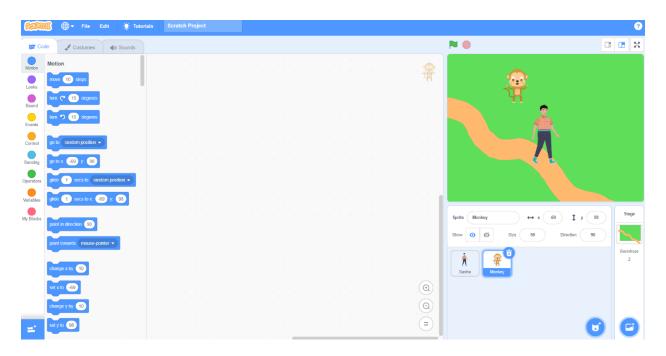
major role in this project.



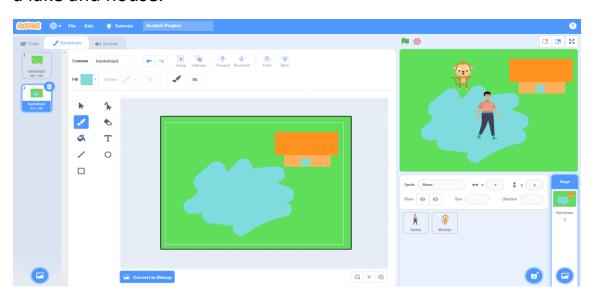
Step_2:- Next I had designed a backdrop in the background with the green grass and a road as shown below.



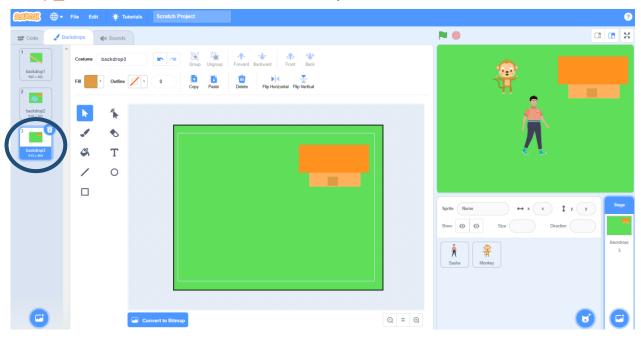
Step_3:- Now I have taken another sprite that is monkey and now I want him to say hello to our sasha.

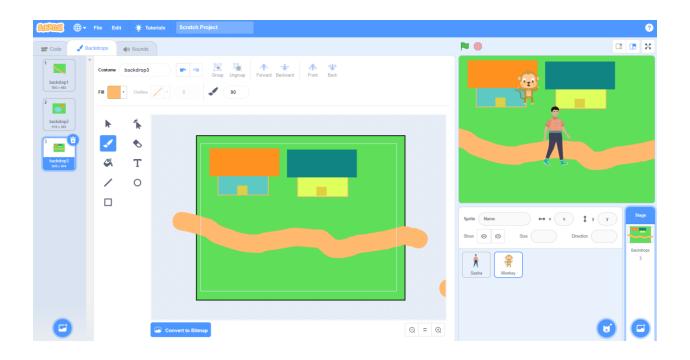


Step_4 :- Next I want to make my town look more attractive so I added a lake and house.

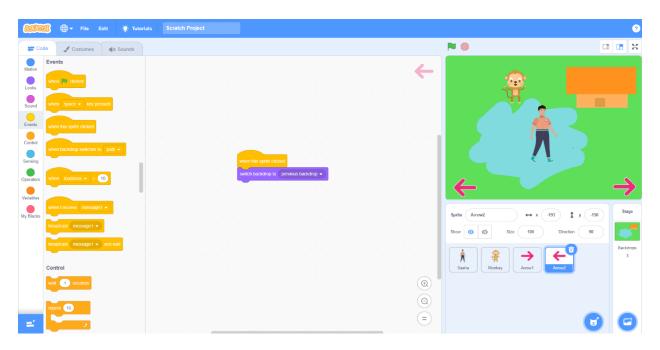


Step_5:- Now I took another backdrop with more houses.

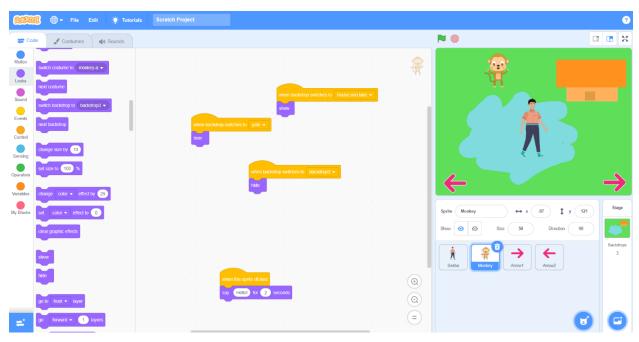


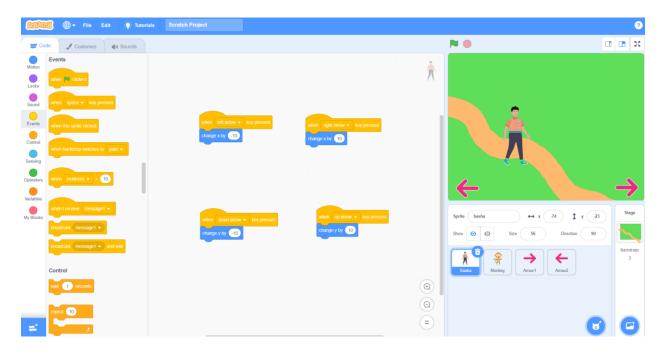


Step_6:- Later I have added arrows to shift from one backdrop to other and when ever we click the arrow the backdrop changes.



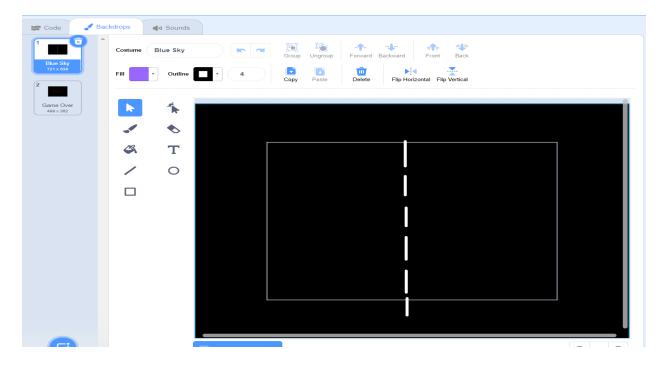
Step_7:- Here, I have written code for sprite2 where to hide and present.





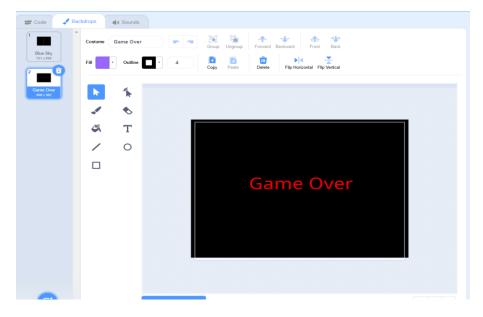
Step_8:- Finally, this program is done when ever the second sprite is clicked the monkey says "Hello Lets play a car game".

Step_9:- Now, the interface changes and the car game starts and here is how I designed it. I took a new back drop with black color. Considering it as a road.

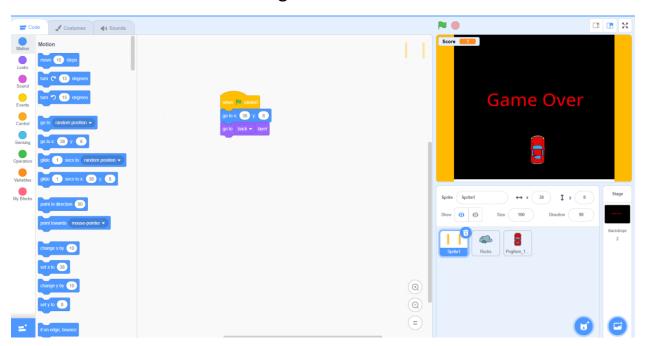


Step_10:- Next, I have created another interface to show the "Game

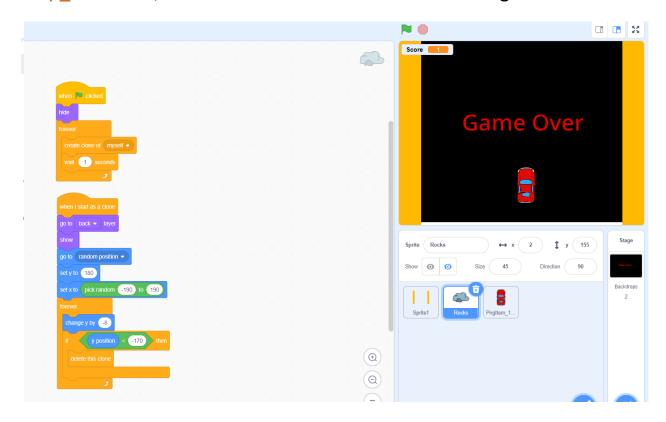
Over"



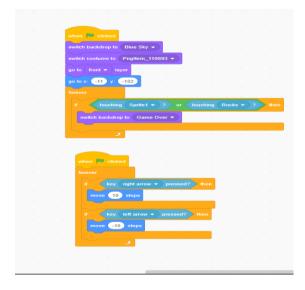
Step_11:- I Painted a sprite to create the borders and later pushed them into correct location using below code.



Step_12:- Next, I have added the score board initializing with zero.



Step_13:-Next, I took another sprite named rocks and add as obstacles to our road. And cloned the to produce multiple copies and pass from one location to other. From top to bottom and here is the code.



Here are the scratch files attached below of my project.





Thank you