

Candy Courier Adventure — Student Guide

Overview

In Candy Courier Adventure, you control a colorful delivery van collecting candies across fun levels while avoiding obstacles like ice cream cones and rocks. Your goal is to collect candy, manage fuel, avoid crashes, and power up for bonus protection.

Sprites in the Game

Sprite Name	Role
van	Main character (controlled by player using arrow keys)
ice	Obstacle that reduces life when touched
candy	Collectible item that increases score
fuel	Fuel can sprite (restores fuel when picked up)
rock	Another obstacle that reduces life when touched

Variables Used

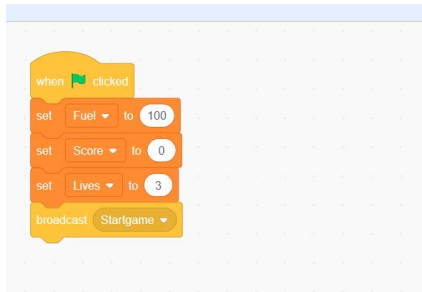
Variable Name	Purpose
Score	Increases when candy is collected
Lives	Decreases on hitting obstacles
Fuel	Depletes over time; game ends when it reaches zero
Power Up	Used when shield or special boost is active
my variable	(Unused or generic variable — can be deleted)

Broadcast Messages

Broadcast	Purpose
Startgame	Starts or restarts the game
Game Over	Triggers when fuel or lives reach zero
Win	Triggers when you meet win condition

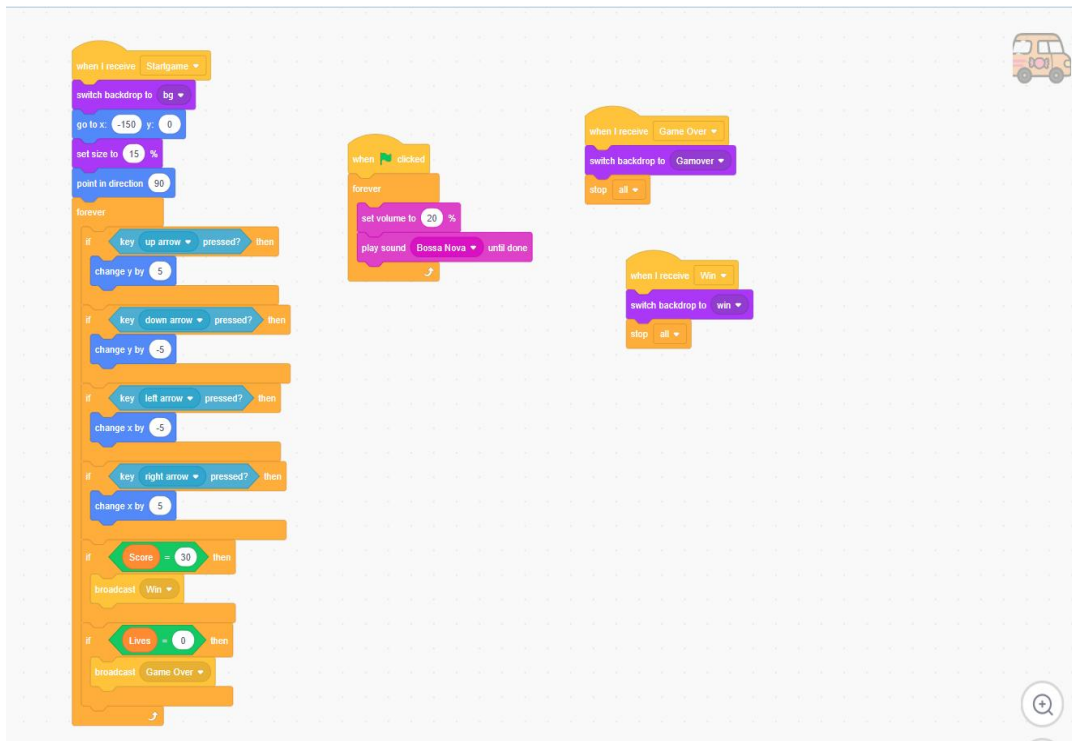
Game Logic Breakdown

Backdrop



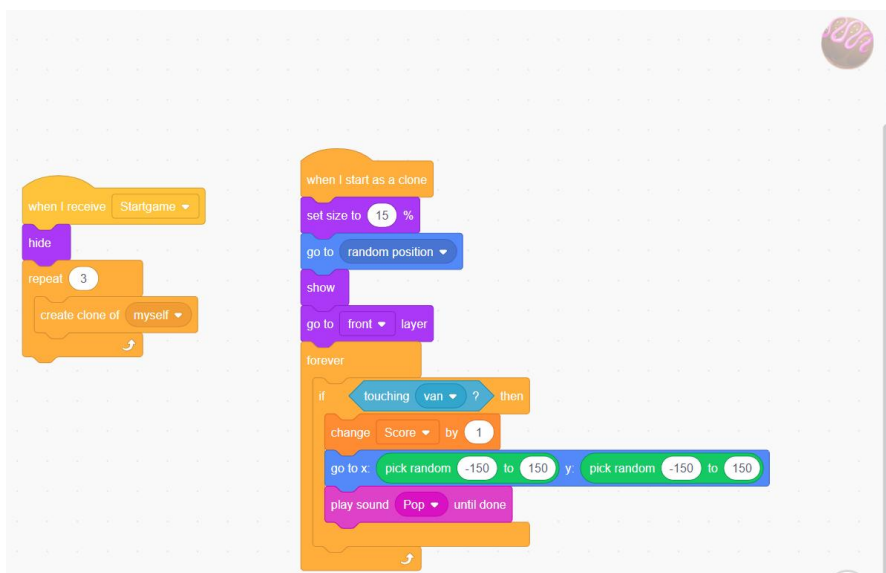
Van Sprite

Moves with arrow keys (up, down, left, right). Loses life if touching ice or rock1. Gains score by collecting candy. Picks up fuel from fuel sprite.



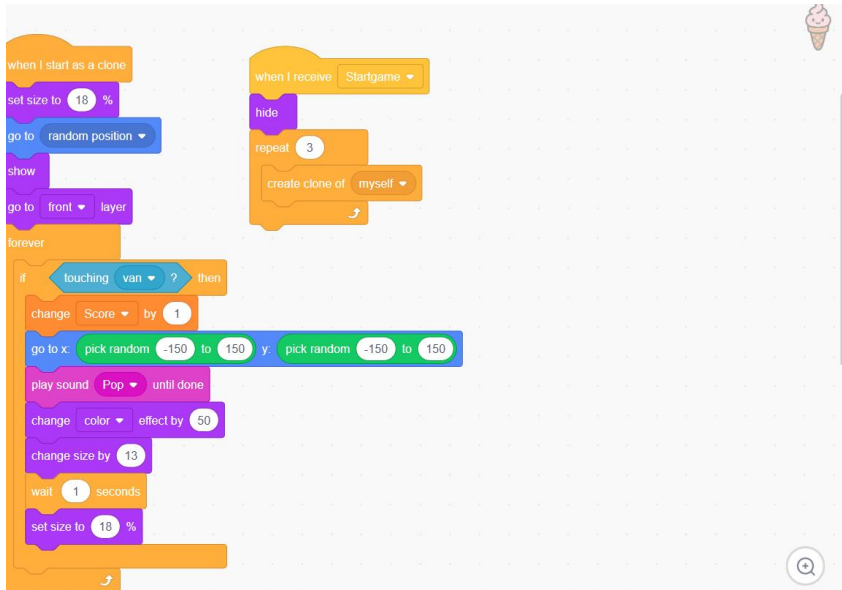
Candy Sprite

Randomly placed. When touched by van, increases score.



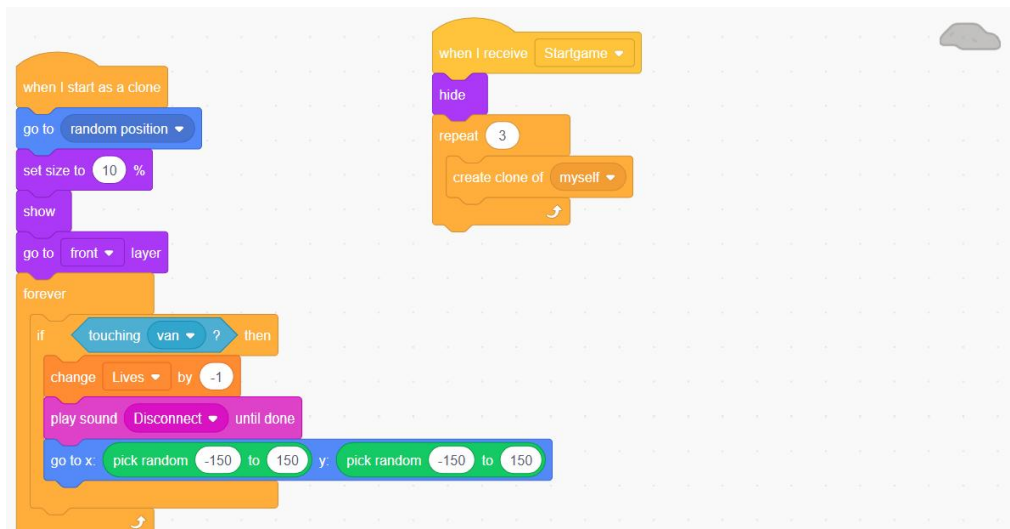
Ice Sprite

Randomly placed. When touched by van, increases score.



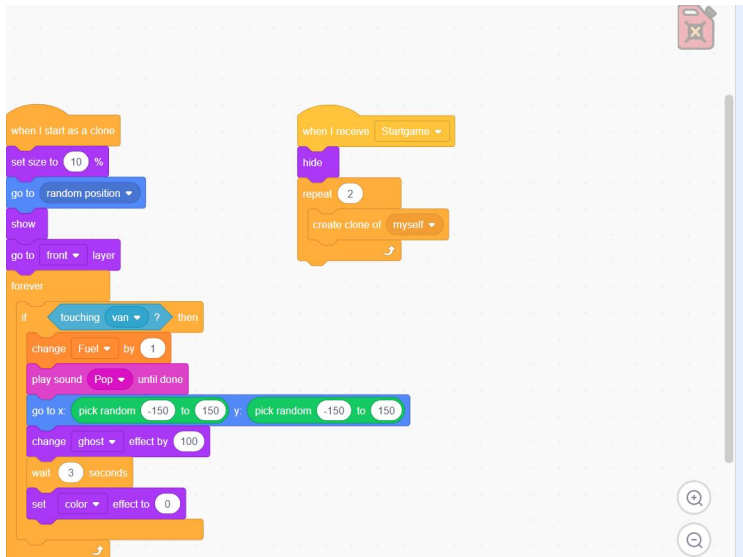
Rock Sprite

Obstacles. If van touches them, Lives decrease by 1.



Fuel Sprite

Randomly placed. Increases Fuel when collected by van.



Learning Goals

By building and understanding this project, you will:

- Use variables to track score, fuel, and lives.
- Use broadcasts to manage game state.
- Learn how to handle sprite collision and game-over conditions.
- Understand the flow of a level-based arcade game.

✓ Assignment

1. Open the game in Scratch editor.
2. Explore scripts in each sprite.
3. Modify:
 - Make fuel decrease faster.
 - Add a new obstacle.
 - Customize the van design or add a horn sound.
4. Test and debug your changes.
5. Save and export your .sb3 version.