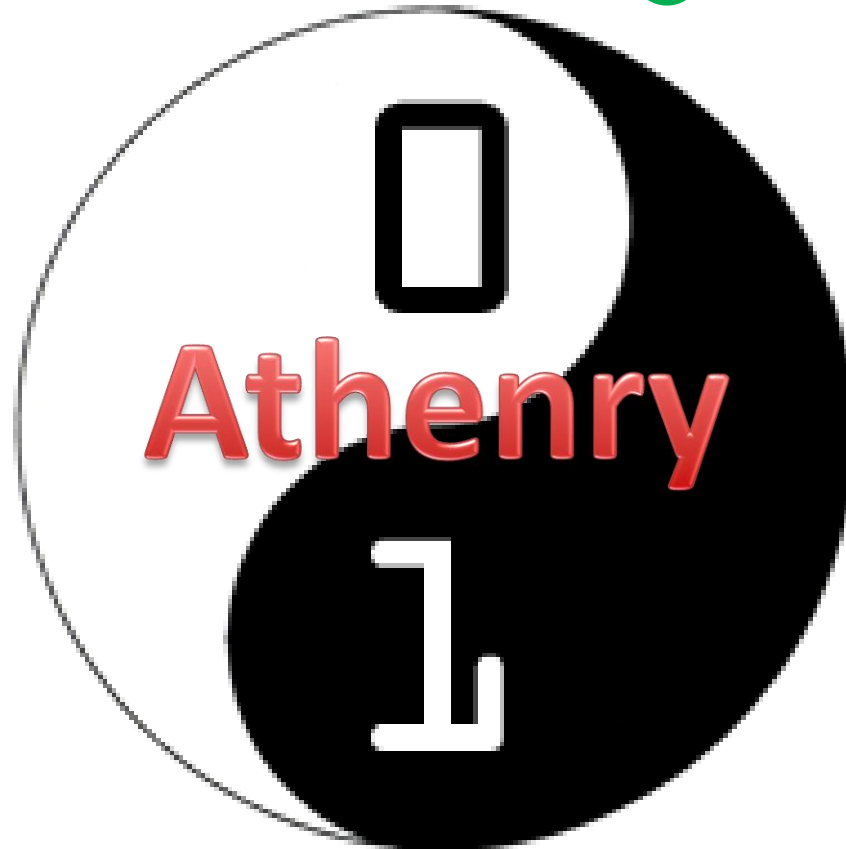


# CoderDojo Athenry

SCRATCH Beginners



# CoderDojo Athenry

## "Above all, be cool"



### Every week:

- ✓ Sign in at the door

### If you are new:

- ✓ Fill in Registration Form
- ✓ Ask a Mentor how to get started

**Make sure you are on the Athenry Parents/Kids Google Group:** email [coderdojoathenry@gmail.com](mailto:coderdojoathenry@gmail.com)

# Today's Challenge: Add more functions to your **First** Computer Game!



# Don't have a game...don't worry

Download: [www.scratch.mit.edu](http://www.scratch.mit.edu)

Login: cdathenry  
Password: athenry



# Steps To Improve Our Game

Make things happen when  
**Jaws** catches **Diver**

Code to control what  
happens when touches colour



Keep track of Lives:  
Make a variable called  
Lives

# Make Things Happen When They Touch



Have fun with it!

# Keep Track of Lives



Data

Make a Variable

Make a List

New Variable

Variable name:

For all sprites  For this sprite only

```
when clicked
  set Lives to 3
  forever
    if touching color ? then
      play sound scream-male1
      say Ouch! for 2 secs
      change Lives by -1
    if Lives = 0 then
      say GAME OVER! for 2 secs
      stop all
```

# More Things to Try ...

1. Make a second SHARK that you have to keep away from, and that moves in a different way.
2. Make a second DIVER that you catch.
3. Add some treasure that will give you extra lives.

*Hint: Add a sprite that looks like treasure. Don't add code to make it move, but do add code so that if the good guy touches it, it changes LIFE by 1 and plays a happy noise. After you have tested it and made sure it works, duplicate it.*

**Make your own game with what you have learned...Have fun**



# Recap

```
when right arrow key pressed
  change x by 10

when left arrow key pressed
  change x by -10

when up arrow key pressed
  change y by 10

when down arrow key pressed
  change y by -10
```

Moving

```
when clicked
  point towards mouse-pointer

when right arrow key pressed
  move 10 steps
```

Moving - Random

```
when clicked
  forever
    turn pick random 1 to 360 degrees
    move pick random 10 to 100 steps
    if on edge, bounce
    wait 0.2 secs
```

```
when clicked
  set Lives to 3

  forever
    if touching color ? then
      play sound scream-male1
      say Ouch! for 2 secs
      change Lives by -1

    if Lives = 0 then
      say GAME OVER! for 2 secs
      stop all
```

Adding Variable

Adding Sound

# At the End ...

Upload your project to the Scratch Website  
user: **cdathenry** password: **athenry**

Access it  
from home

Improve it

Show your  
friends!



# Keep In Touch!

[coderdojoathenry@gmail.com](mailto:coderdojoathenry@gmail.com)

[@coderdojoathenr](#)

[zen.coderdojo.com/dojo/53](http://zen.coderdojo.com/dojo/53)

