ICT@LWA

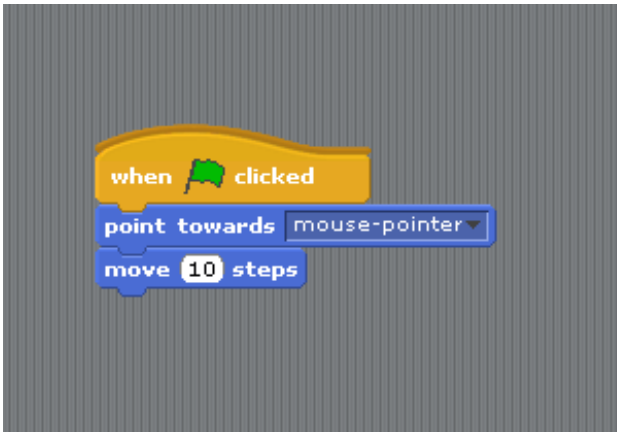
SCRATCH

Booklet 2

- Following the mouse
- Using Loops
- Changing speed
- Bouncing Ball Game

Game Control

Facing the mouse and basic movement



To make the Sprite face the mouse pointer, you need to use the following blocks:

1

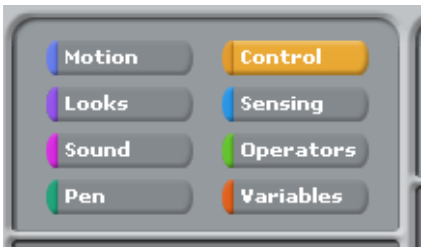
2

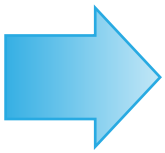
3

Following the mouse

If we want the Sprite to **follow** the mouse across the stage, we need to make use of the **Forever** function.

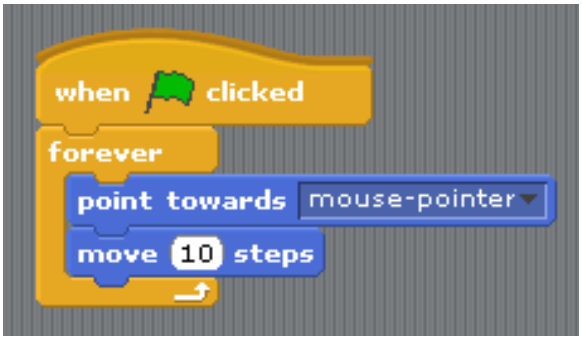
1





2

The forever functions tells the computer the run a sequence **over and over.**
i.e. to keep repeating it **forever**



Detach the 

from the 

block

Attach the **forever** block to the motion script

This will make the sprint point towards the mouse pointer and move 10 steps **forever.**

Click  to see the result!

Game Control

Changing the Speed

To change the speed that the Sprite follows the mouse with, adjust the number of steps in the sequence

Programming more than one Sprite

Add a second Sprite into Scratch by clicking

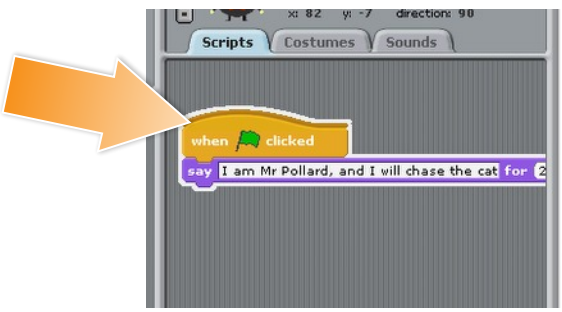
Important

You choose which object to program by double clicking on it in the stage box

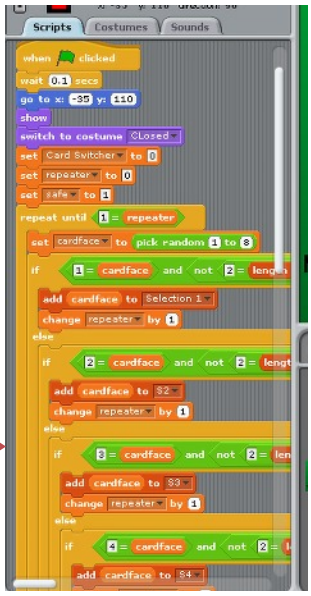
When programming more than one Sprite make sure sure you check you have the right Sprite script loaded
You do this by checking the name box at the top of the Script

Knowing what sequences are working

Scratch highlights the sequence of script that is being used with a white border. This allows you too see what sequences are working at different points. This is important when creating a game that has lots of long sequences, especially if you find an error!

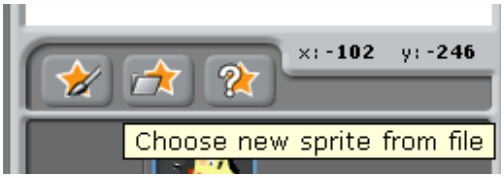
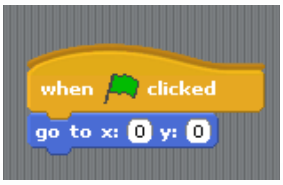
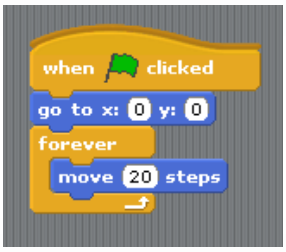
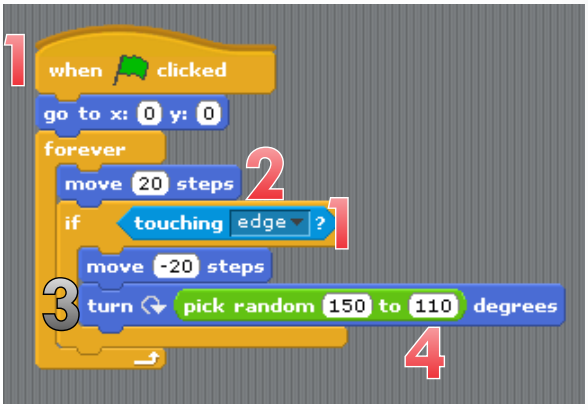
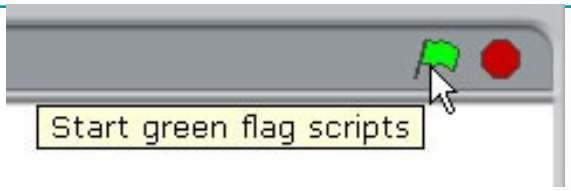


A very long Script!



Game Control

The bouncing teacher game

1 	Right click on the Cat [Sprite 1] and click delete
2 	Click the open button under the preview box to choose a new Sprite
3 	Choose the teacher you are going to bounce! *Remember to name your Sprite "Teach-er"
4 	Add in your first Control block Set the Sprite to go to 0, 0 at the start of the game
5 	Add in a forever loop which moves the Sprite 10 steps
6 	We want the Sprite to 'bounce' off the sides of the stage. This is where you will use your variables Add in: 1 If statement, use a touching block and select "edge" 2 Relocate the Move block under the if statement 3 Add in a turn and use a random operator which will choose the degree from random. 4 150 and 110 degrees
7 	Preview the game using the Green Flag