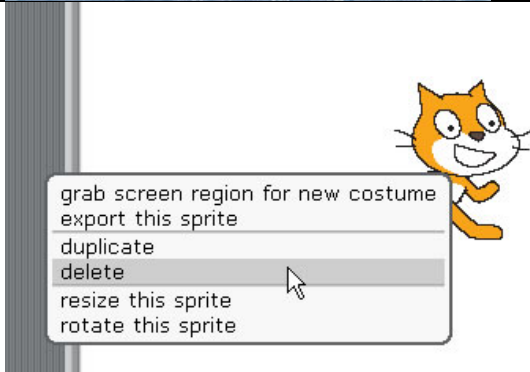


Scratch: Duck Shoot

In this game, you have to shoot as many ducks as possible within limited time. You can change the theme if you like, e.g. Alien shoot...

Your teacher will show you where you can find the 'sprites'.



RIGHT mouse click on the cat and select 'delete'



Load the 'sky' background

You should know how to do this, if not, do the other tutorials first!

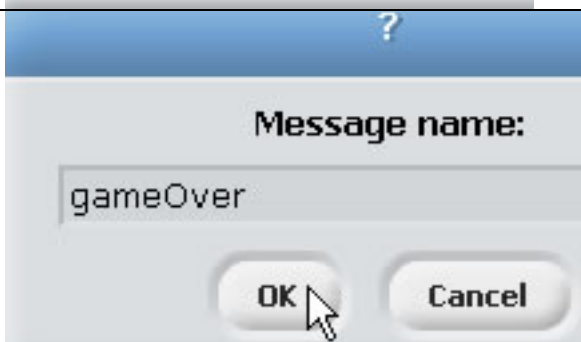
Click on stage, backgrounds, import...




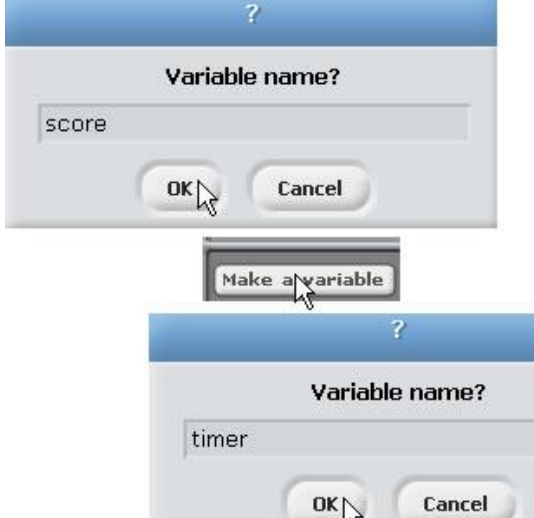
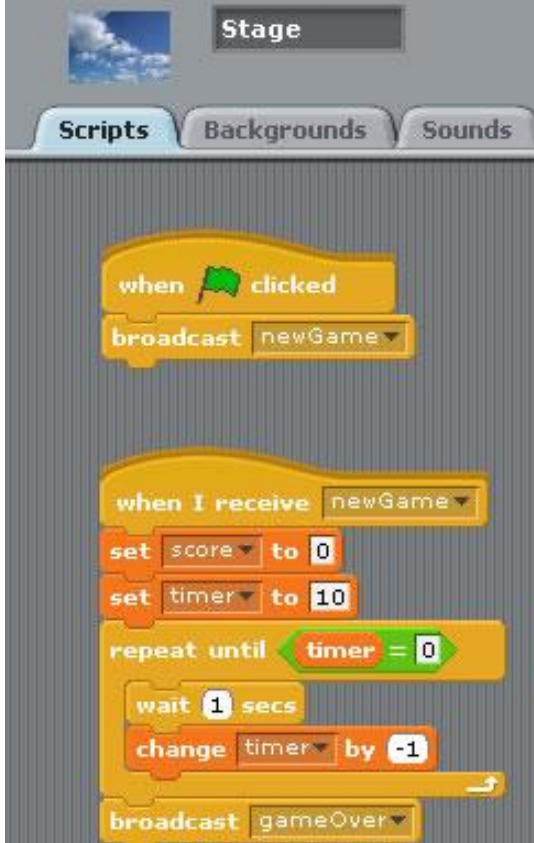
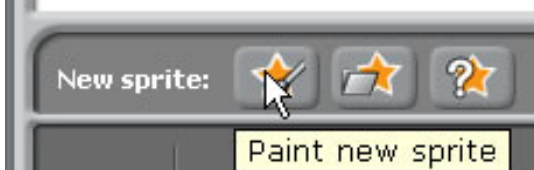
Click on 'Control', click down-arrow next to 'broadcast', click 'new'

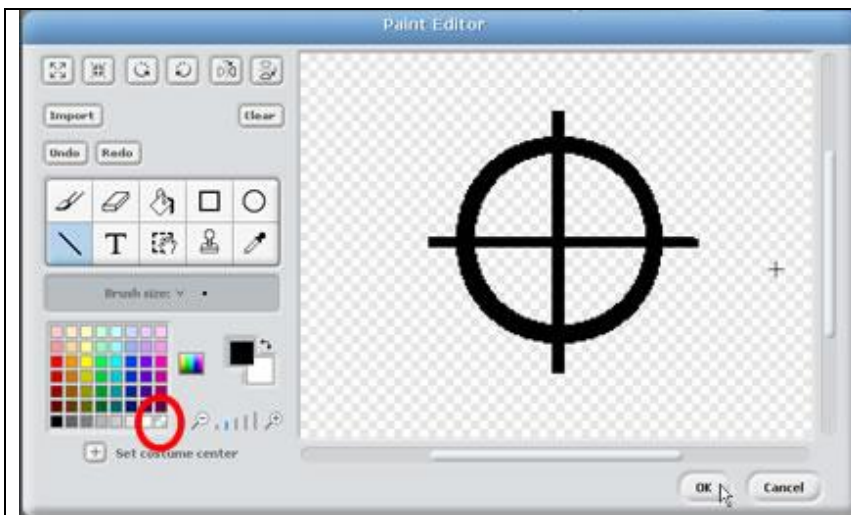


Call it 'newGame', click 'ok'



Repeat, but name 'gameOver'. ok.

	<p>Click on 'variables', then 'make a variable'</p>
	<p>Make TWO variables: 1. 'score' 2. 'timer'</p>
	<p>Create the script as shown (on the 'stage').</p>
	<p>Click 'paint new sprite'</p>



Draw a target

Try drawing a solid circle, then a transparent circle in the middle. The transparent 'colour' is indicated by the red circle. Use 'undo' if it goes wrong!



Make it reasonably small - resize by right-mouse clicking on the sprite, then click 'resize this sprite' - use the slider.



With the 'target' sprite selected, add the script as shown.



Import the 'game-over' sprite



Create a script for the 'game-over' sprite (NB yours might not be Sprite2...that's ok).



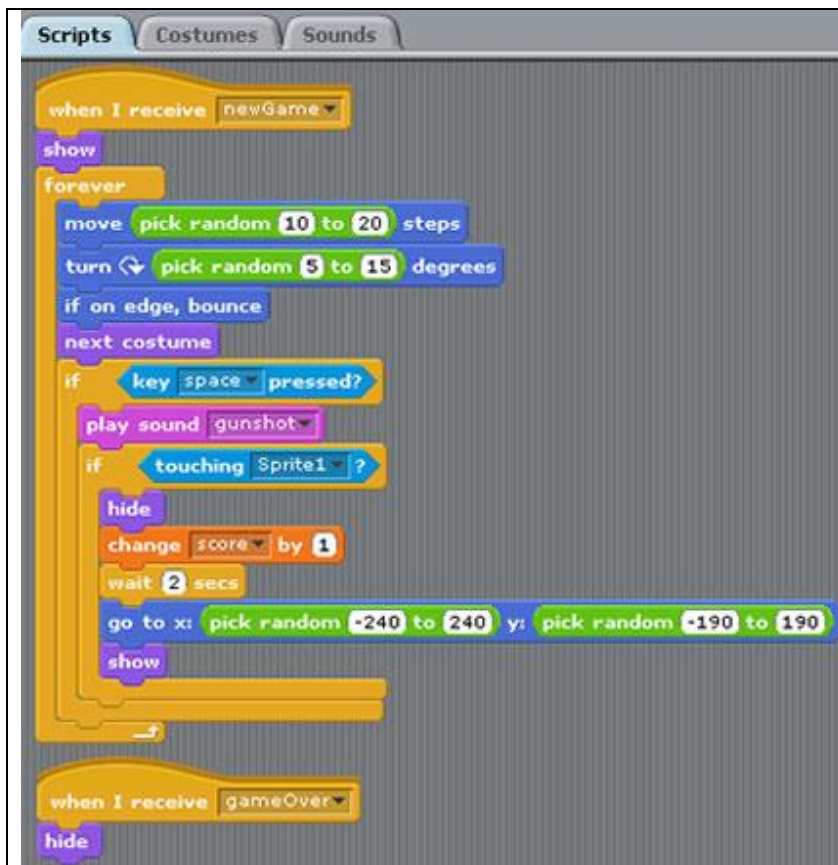
Import **parot1-a** from Costumes->Animals. Resize it to make it smaller



Click 'costumes', 'import', then locate the **parot1-b** (from costumes->animals).



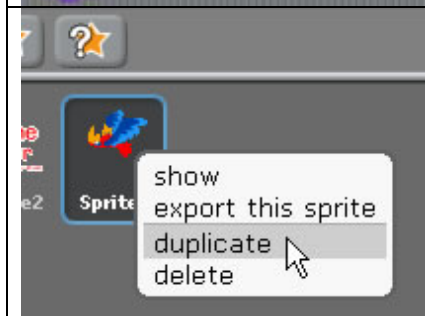
Click 'sounds', 'import', then locate the gun-shot sound effect (sfx)



Click on 'scripts' (with the bird still selected!).

Create the blocks as shown.

The x and y numbers refer to a location on the screen.



RIGHT mouse click on the bird and select 'duplicate'.

Create EIGHT duplicates (not too many otherwise it'll slow it down)

Position around screen



Test your game! Remember, the 'spacebar' shoots. You have to try and score 32!