

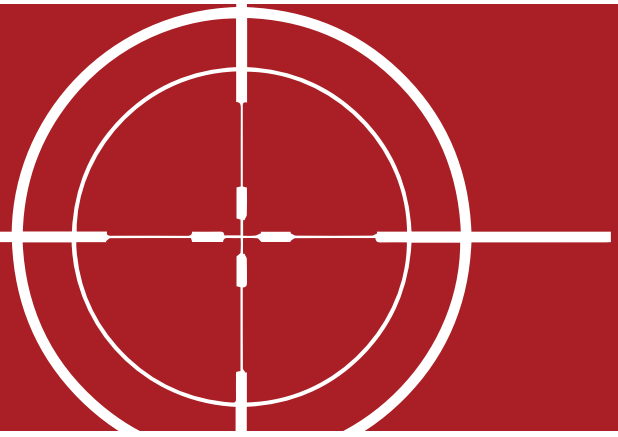
CLAY SHOOTING

<http://scratch.mit.edu/projects/30428624/#editor>

Shoot at clay targets and see how many you can hit.

When you load the program, it will have a forest background. There are two sprites: a red frisbee called the "clay" and a red crosshair.

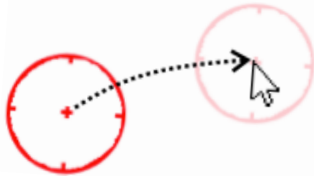
Finished game: <http://scratch.mit.edu/projects/30374820/>



#1. MOVE THE CROSSHAIR // EASY

In the game, you will use the mouse to show where you want to shoot. Since the crosshair shows where you are aiming, the crosshair should always be under the mouse. You can make the crosshair follow the mouse using the

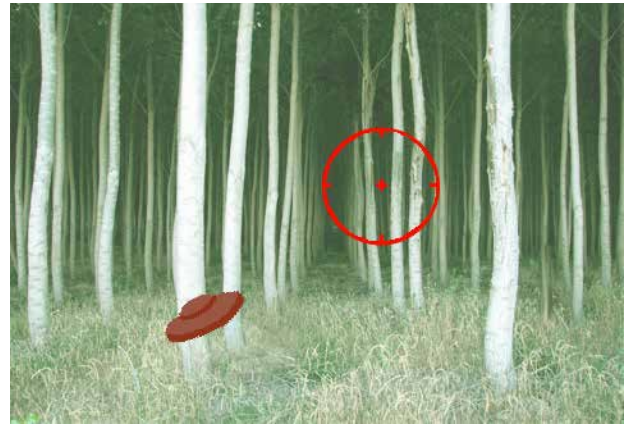
go to mouse pointer block.



#2. FLYING THE CLAY // EASY

When the game starts, the clay should fly across the stage so you can shoot it. See if you can spot the "x" and "y" numbers at the bottom right of your stage; they change as you move your mouse across the stage! You can have the clay start the game at the lower left of the screen using the **go to x: -200 y: -125** block and move to the upper right by using the

glide 1 secs to x: 250 y: 150 block.



3. SHOOT // MEDIUM


Right now, when you shoot the clay, nothing happens. Let's change that. If you click on the costumes tab of the clay sprite, you will notice that there are two costumes: the normal clay, and clay fragments.

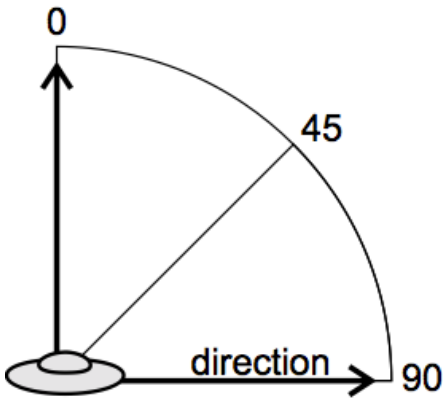
You can switch the clay's costume using the **switch costume to fragments** block. You'll want to check that it's touch the crosshairs with **touching crosshair** and the mouse is being clicked with **mouse down?**

Remember to also set the clay's costume back to the original when the game begins using




switch costume to clay block.

#4. PLAY AGAIN? // MEDIUM



Now, when the game starts, the clay moves across the stage and then stops at the side. You should reset the clay back to its original position and costume when it hits the edge. You can detect when the clay reaches the edge using this block: .



#5. DIFFERENT DIRECTIONS // MEDIUM

Right now the clay always moves in the same direction. Lets replace our “glide” block with these two:  and . We'll want to change the angle so the clay moves in different directions. Since 90 degrees is right and 0 degrees is up, you can pick a random number between 0 and 90 using this block: .

#6. NO CHEATING // MEDIUM

Since the clay always starts at the lower-left, players can cheat by always aiming in the lower-left! One way to stop this is to hide the clay and wait for a few seconds using the . You can use the  block to wait a random amount of time before showing!

MORE IDEAS

Can you keep track of how many clays were hit and how many clays were missed? Can you add sound effects to the game?