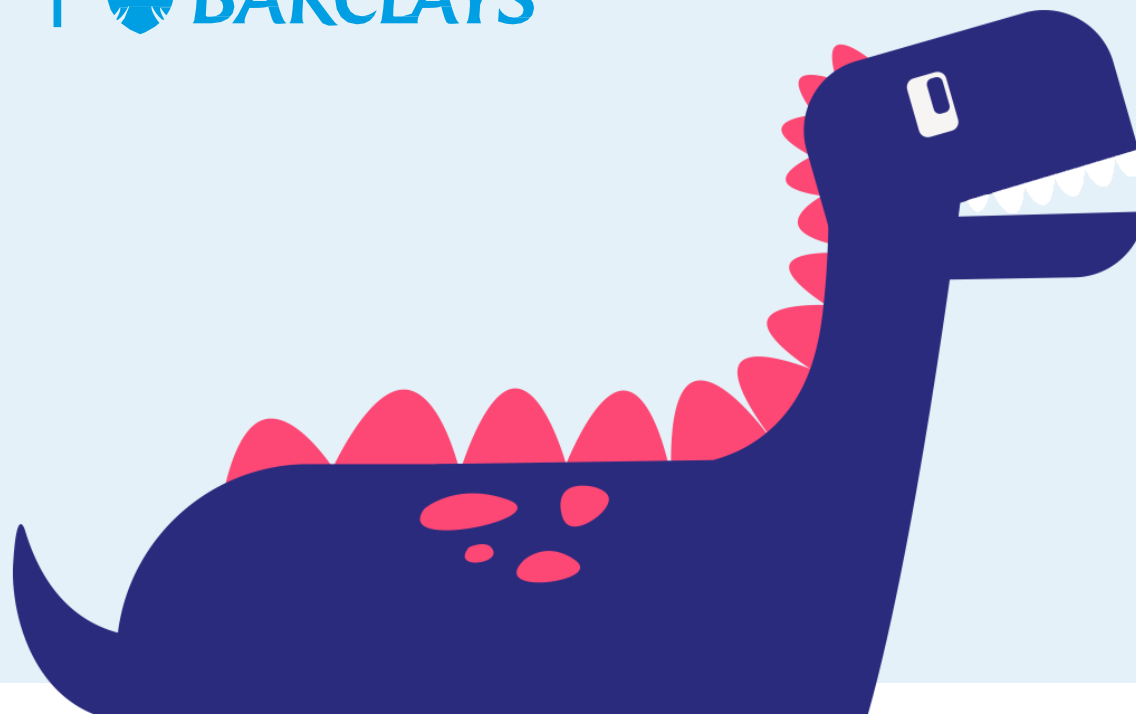


Student workbook

Catch the hedgehog

Code Playground



Catch the hedgehog

Scratch project

How quick are your reactions? In this project we're using repetition and conditional selection to test your reflexes. How many hedgehogs can you catch?

This project is designed for Scratch 3.0.

Hope you enjoy the game!

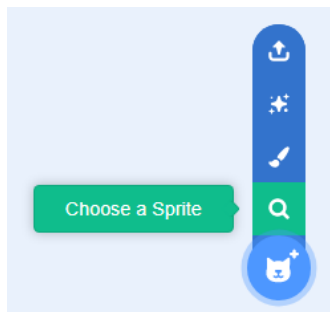
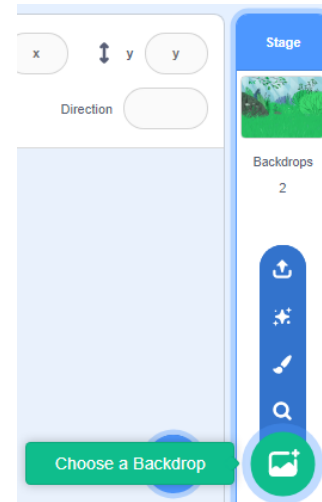


Catch the hedgehog

Scratch project

Step 1

You'll need to add a backdrop for this project. Choose one from the backdrop library to use as your stage. We've used the 'Forrest' backdrop.



Step 2

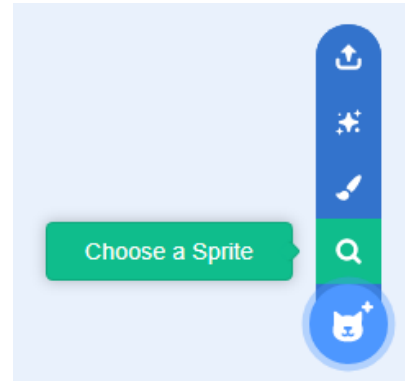
Next you need to get your characters for today's game. Click 'Choose sprite from library' and select the 'Goalie' sprite.

Catch the hedgehog

Scratch project

Go back to the sprite library to select your other character, the 'Hedgehog' sprite.

We're now ready to start coding!

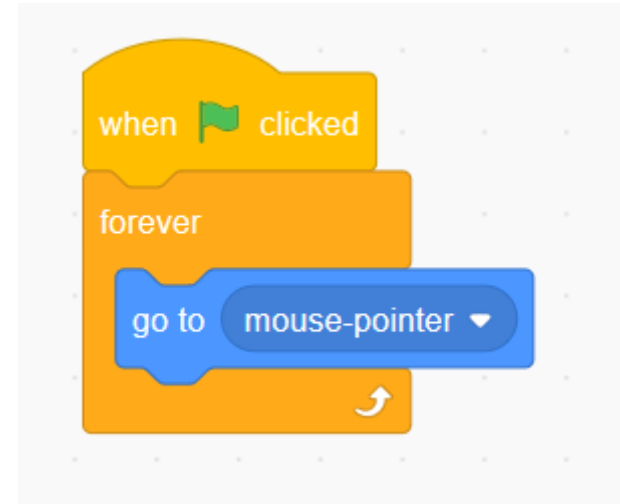


Catch the hedgehog

Scratch project

Step 3

For the first part of the project we will make the 'Goalie' sprite move. Add this code to make your sprite follow the mouse pointer.



Catch the hedgehog

Scratch project

Step 4

Add this code to your stage. It controls the start and end of the game, and keeps score for how many hedgehogs you catch. You will also need to create two variables for these instructions, call them 'Score' and 'Time'.



```
when green flag clicked
  set Score to 0
  set Timer to 30
  forever loop
    wait 1 seconds
    change Timer by -1
    if Timer = 0 then
      stop all
```

Catch the hedgehog

Scratch project

Step 5

For the 'Hedgehog' sprite, this code controls when the hedgehog appears on screen and what happens when it gets caught by the player.

Happy coding!



```
when green flag clicked
  switch costume to hedgehog-a
  forever loop
    hide
    go to random position
    wait 0.8 seconds
    show
    wait 0.8 seconds
    if touching mouse-pointer then
      switch costume to hedgehog-d
      change Score by 1
      wait 1 seconds
      switch costume to hedgehog-a
```

Catch the hedgehog

Scratch project

Level up!

- Can you add in more characters or objects to catch, you could have one that makes you lose points?
- Can you add in a second level?
- How can you make the coding more efficient?
- Can you add a high score board?
- What else can you add to make the game better?

Notes

Code Playground

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