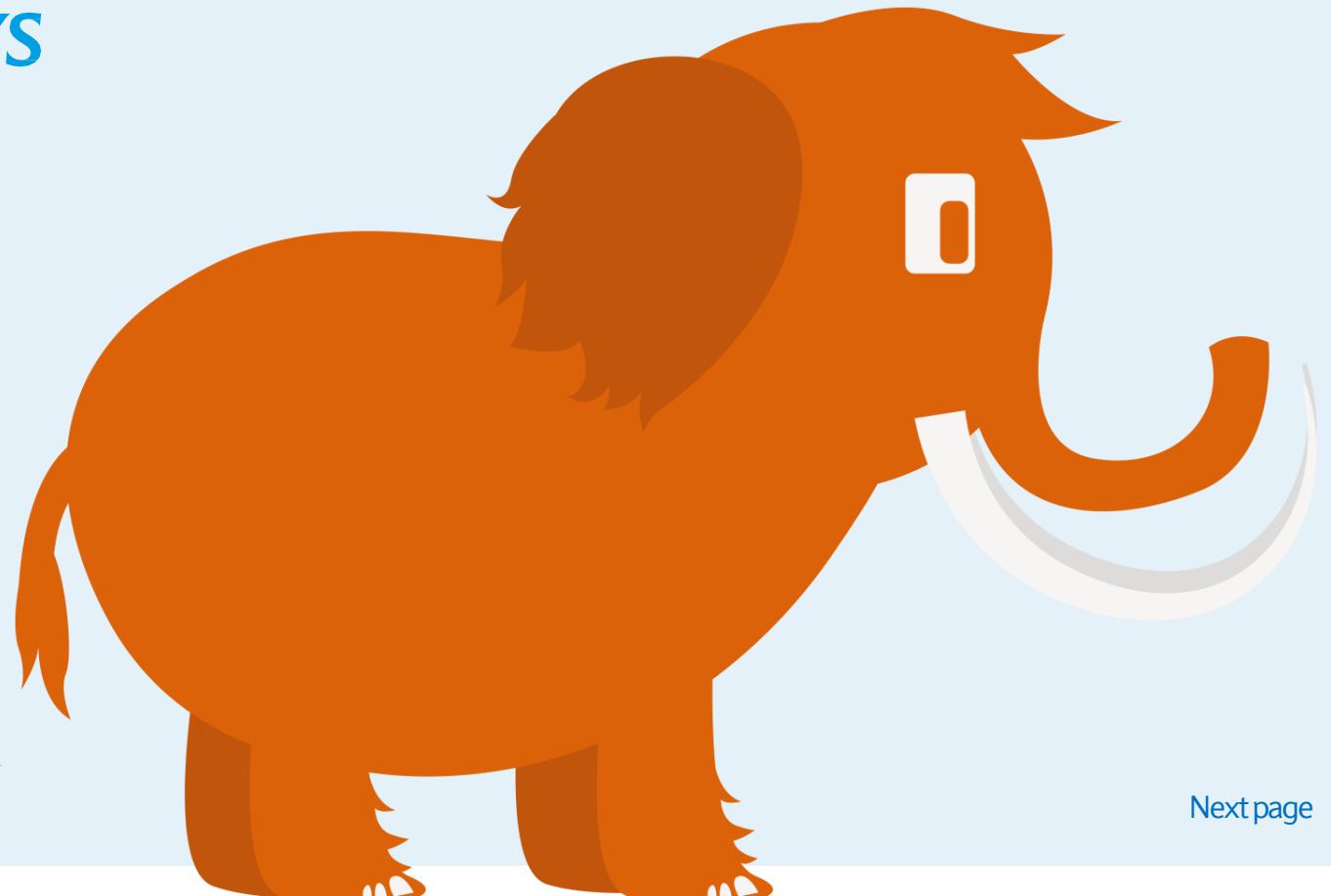


Student workbook

# Watermelon drop

Code Playground



Next page ►

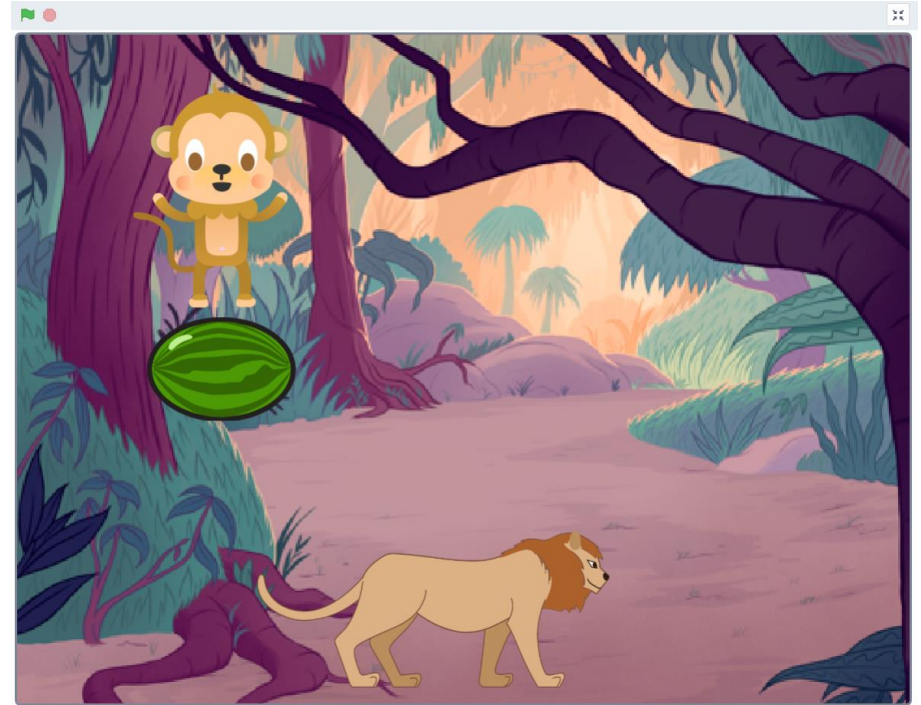
# Watermelon drop

Code Playground Live

Dare you drop a watermelon on a lion? Use this guide to learn about repetition and inputs by creating a simple game

This project is designed for Scratch 3.0.

Hope you enjoy the project!

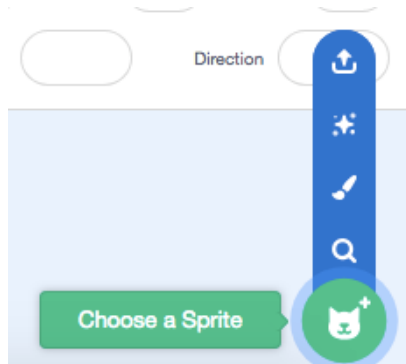
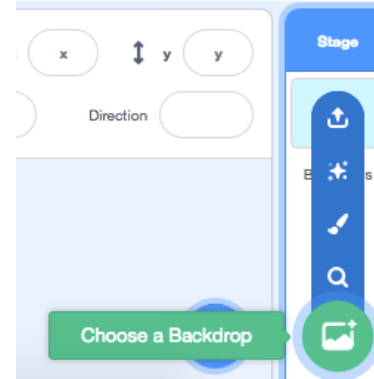


# Watermelon drop

Code Playground Live

## Step 1

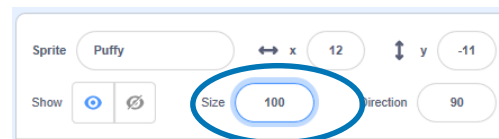
Choose a backdrop from the Scratch library as your stage. Here we've used the jungle backdrop. Click 'Choose a backdrop', 'outdoors', then 'jungle'



## Step 2

Next we need to pick our main character, use the 'Choose a Sprite' option and select a main character from the library. In this guide we have used the 'Monkey' sprite.

\*\*Top tip: use the 'size' sprite tool to help make your sprites fit on the screen

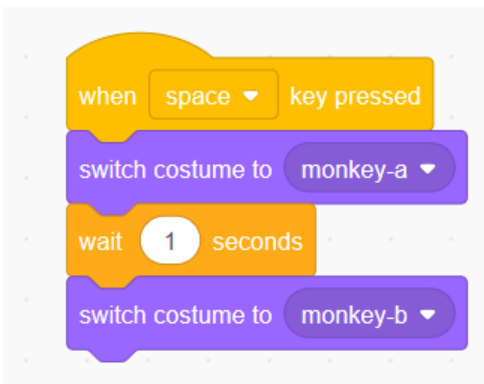
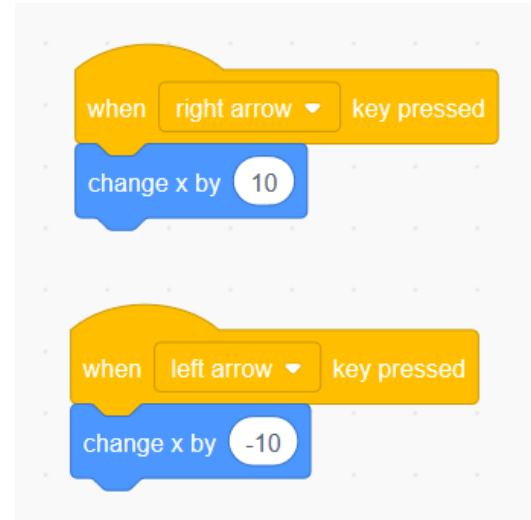


# Watermelon drop

Code Playground Live

## Step 3

Let's start by making our monkey move. Add these blocks to control the movement with your arrow keys.



## Step 4

Now we will use the look blocks and costumes to make the monkey look like it's throwing something.

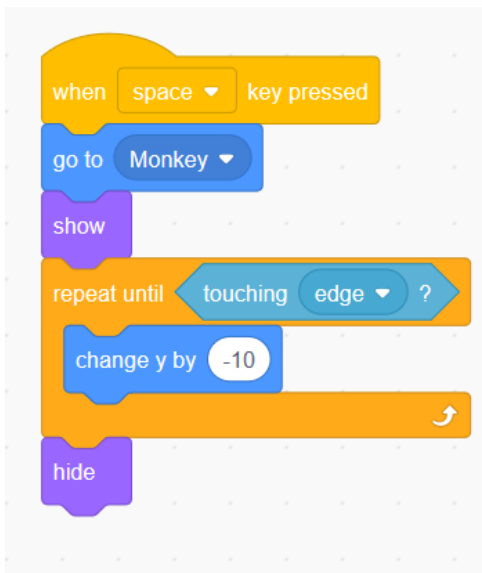
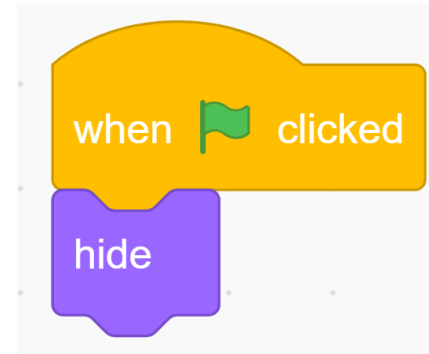
# Watermelon drop

Code Playground Live

## Step 5

Now, go back to the sprite library and find the watermelon sprite. Click on it to bring it in to you project and then make it the right size for the project. Add this code to make the watermelon to hide it at the beginning of the game.

\*\*Top tip: you can leave it anywhere on screen as we will move it using code.



## Step 6

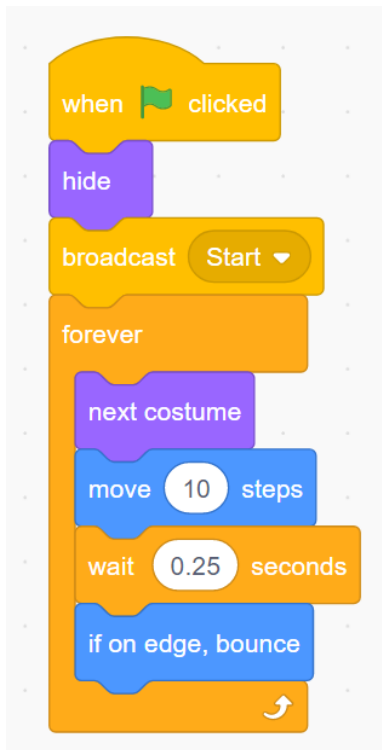
Add this code to control what happens when the monkey throws the watermelon.

# Watermelon drop

Code Playground Live

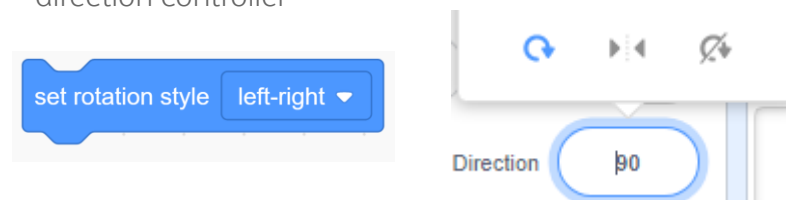
## Step 7

Now we need to add something for the monkey to throw the watermelon at. Go back to the sprite library and select a new character. We're using the 'Lion' sprite for this.



Add this script to the 'Lion' sprite to make it move from one side of the screen to the other. This will give the monkey a target to aim at and set up the start of the game.

\*\*Top tip: to stop your lion going upside down, use the rotation style motion block or the controls in the direction controller



# Watermelon drop

Code Playground Live

## Step 8

Now to code what happens when the watermelon hits the lion. Add this code to your lion and then click the green flag to give it a try.

```
when I receive Start
  forever
    if touching Watermelon ? then
      say Roar! You got me! for 1 seconds
      hide
      set x to pick random -180 to 180
      wait 1 seconds
      show
```

The image shows a Scratch code editor with the following blocks:

- when I receive Start** (yellow block)
- forever** loop (orange block)
- if touching Watermelon ?** (blue block)
- say Roar! You got me! for 1 seconds** (purple block)
- hide** (purple block)
- set x to pick random -180 to 180** (blue block)
- wait 1 seconds** (orange block)
- show** (purple block)

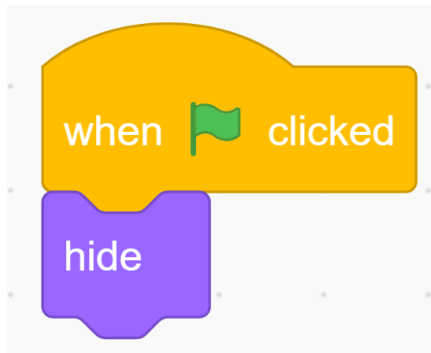
# Watermelon drop

Code Playground Live

## Step 9

Now we just need to add some more code to the watermelon so that it disappears when it hits the lion. Add this code to your watermelon sprite.

\*\*You can also delete these blocks from your watermelon sprite as they are no longer needed.





# Watermelon drop

Code Playground Live

## Level up!

- Make your lion harder to hit by making it move faster or more randomly
- Add some sounds for when the monkey throws the watermelon or when the lion gets hit
- Use a variable to add in a timer or countdown for the game
- Can you add a game over message which shows when you get a certain score or when the time runs out?

# Notes

## Code Playground