

name:

date:

sensai:

Learn the basics of sprites, scenes, and scripts. Animate and control the shark to eat the fish until you reach the maximum score!



## Script for shark

when **up arrow** key pressed

change y by **10**

when **down arrow** key pressed

change y by **-10**

when **right arrow** key pressed

point in direction **90**

move **10** steps

when **left arrow** key pressed

point in direction **-90**

move **10** steps

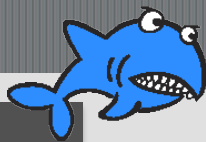
when **green flag** clicked

set **score** to **0**

forever

next costume

wait **0.5** secs



## Script for fish

when **green flag** clicked

show

forever

move **20** steps

turn **pick random 1 to 10** degrees

wait **0.5** secs

if on edge, bounce

turn **pick random 1 to 10** degrees

if **touching shark** ?

change **score** by **10**

hide

wait **5** secs

go to x: **pick random -240 to 240** y: **pick random -180 to 180**

show



## Script for scene

when **green flag** clicked

switch to background **underwater**

forever

if **score > 100**

next background

stop all

Now try this...

Can you make the fish move faster & appear quicker?  
Can you make the game stop when the score is exactly 100?  
Can you draw and use your own fish?  
How would you make the game better? ....

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