Chase Game Cards

Make a game where you chase a character to score points.
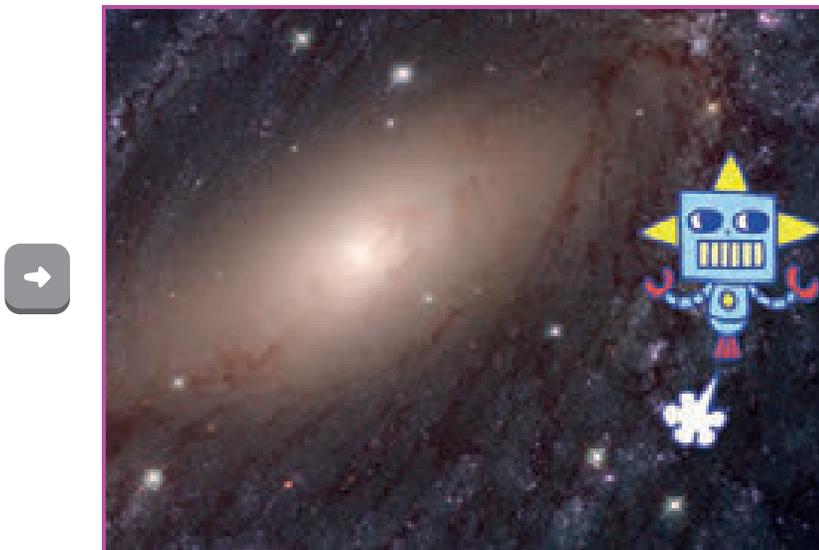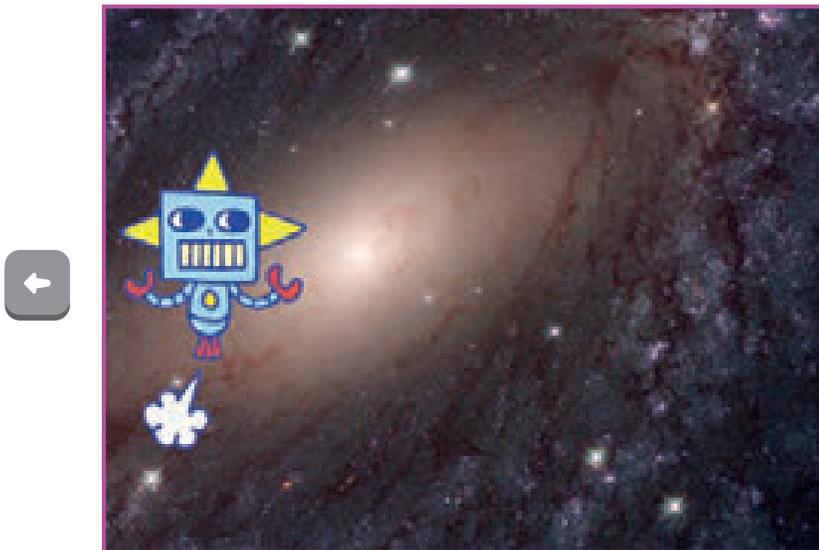
scratch

Chase Game Cards

Use these cards in this order:

1. **Move Left and Right**

2. **Move Up and Down**

3. **Chase a Star**

4. **Play a Sound**

5. **Add a Score**

6. **Level Up!**

7. **Victory Message**

Move Left and Right

Press arrow keys to move left and right.
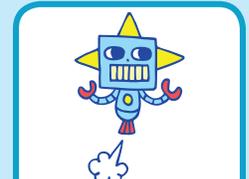
Move Left and Right

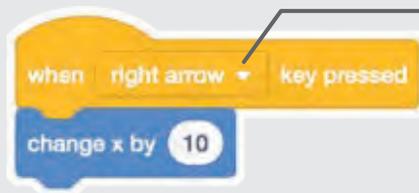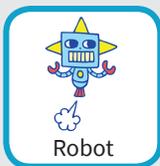scratch.mit.edu

GET READY

Choose a backdrop.

Galaxy

Choose a character.

Robot

ADD THIS CODE

Robot

Choose **right arrow**.

```
when right arrow key pressed
change x by 10
```

Choose **left arrow**.

```
when left arrow key pressed
change x by -10
```
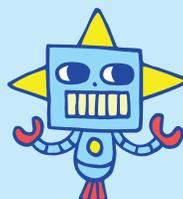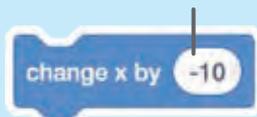
Type a minus sign to move left.

TRY IT

Press the arrow keys. ← →

TIP

x is the position on the Stage from left to right.
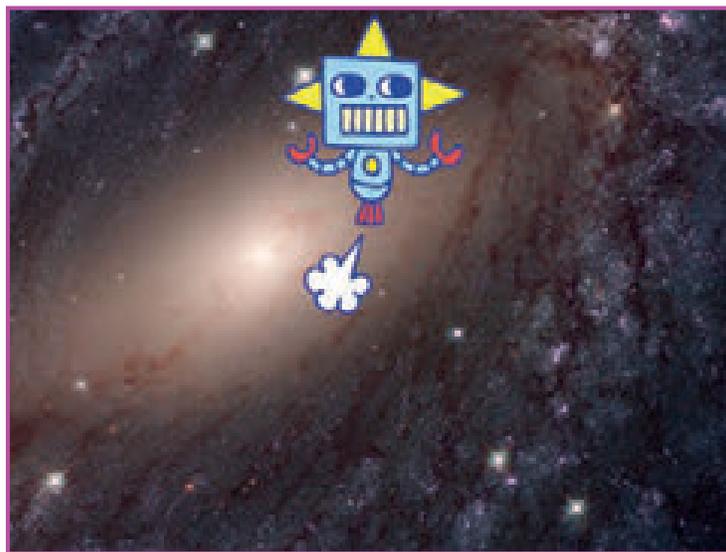
Type a negative number to move to the left.

`change x by -10`

Type a positive number to move to the right.
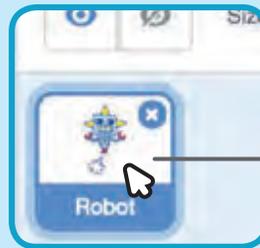
`change x by 10`

Move Up and Down

Press arrow keys to move up and down.

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Move Up and Down

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GET READY

Click your character to select it.

Robot

ADD THIS CODE

Robot

Choose **up arrow**.

when up arrow ▾ key pressed
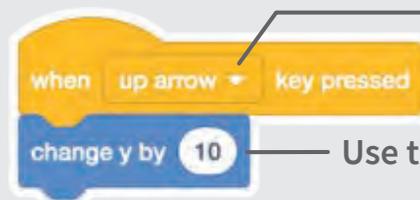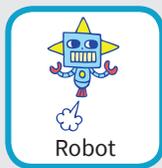
change y by 10 — Use the **change y by** block to move up.

Choose **down arrow**.

when down arrow ▾ key pressed

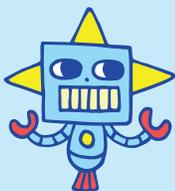change y by -10 — Type a minus sign to move down.

TRY IT

Press the arrow keys. ⬆ ⬇

TIP

y is the position on the Stage from top to bottom.

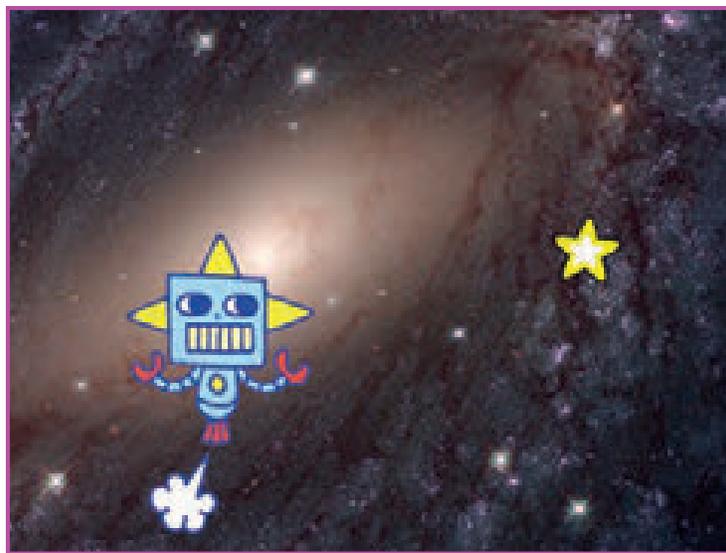↑ change y by 10 — Type a positive number to move up.
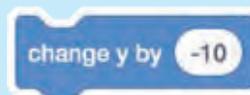
↓ change y by -10 — Type a negative number to move down.

Chase a Star

Add a sprite to chase.
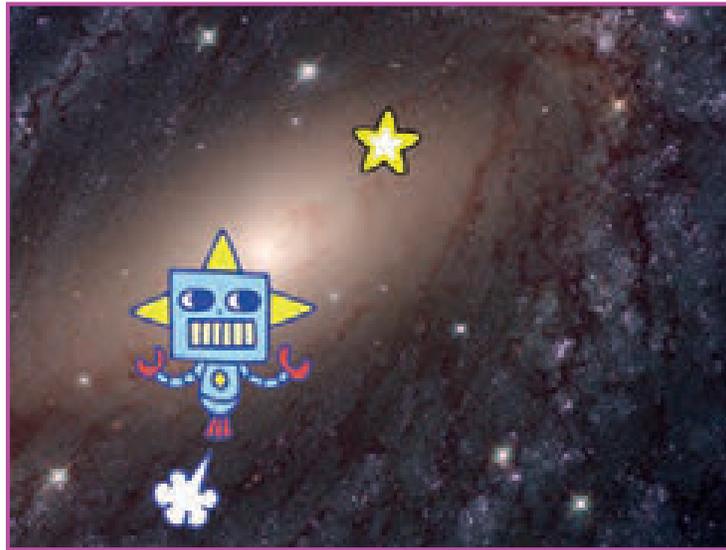
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Chase a Star

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GET READY

Choose a sprite to chase, like Star.

Star

ADD THIS CODE

Star

```
when [flag] clicked
forever
    glide 1 secs to random position
```
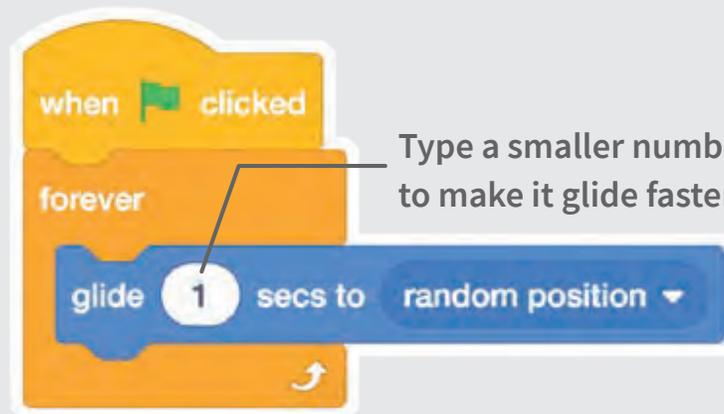
Type a smaller number (like 0.5) to make it glide faster.
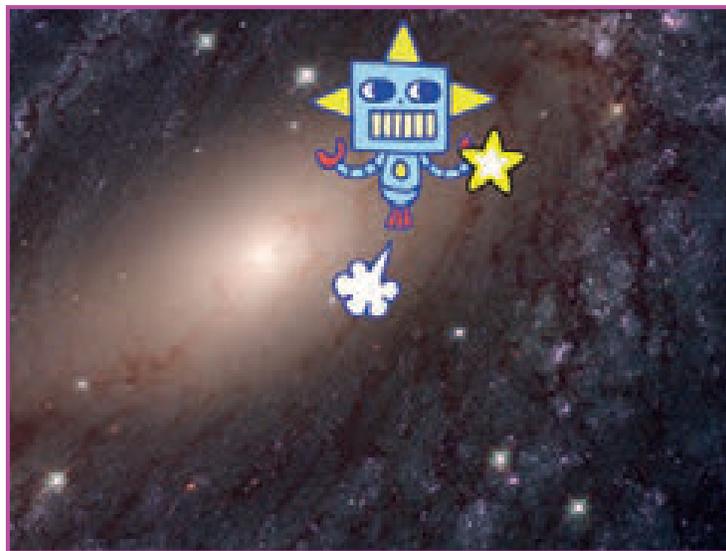
TRY IT

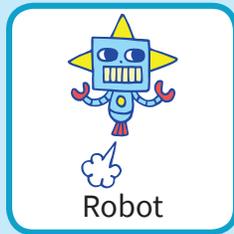Click the green flag to start. — Click the stop sign to stop.

Play a Sound

Play a sound when your character touches the star.

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Play a Sound

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GET READY

Robot
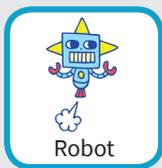
Click to select the Robot sprite.

🔊 Sounds

Click the Sounds tab.

Choose a sound from the Sounds Library, like Collect.

ADD THIS CODE

Code **Click the Code tab and add this code.**

Robot

```
when 🚩 clicked
forever
  if  touching  Star ▾  ?  then
    play sound  Collect ▾  until done
```

Insert the touching block into the if then block.

```
if  touching  Star ▾  ?  then
```
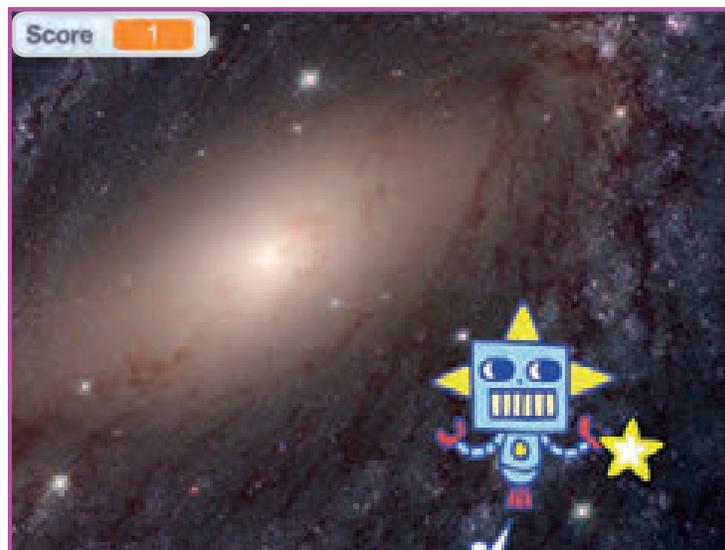
Choose your sound from the menu.

TRY IT

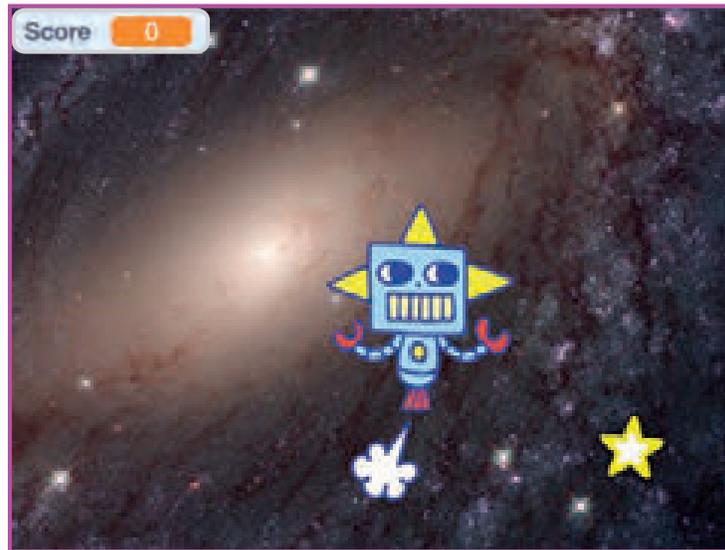**Click the green flag to start.** 🚩🔴
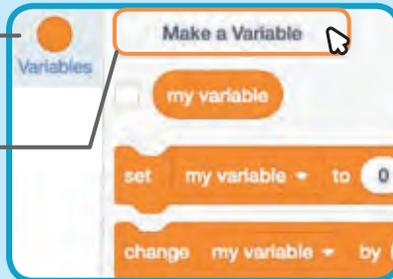
Add a Score

Score points when you touch the star.

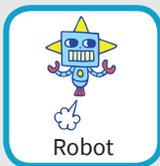SCRATCH

Add a Score

GET READY

Choose **Variables**.
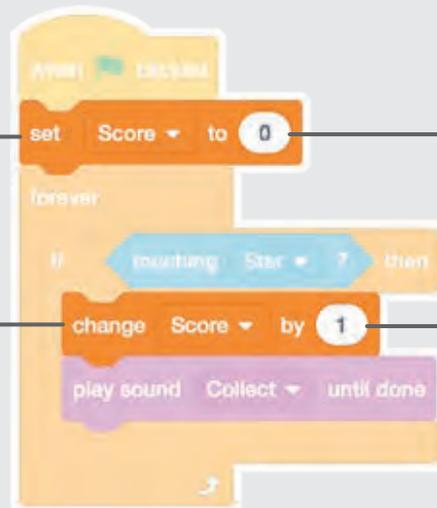
Click the **Make a Variable** button.

Name this variable **Score** and then click **OK**.

ADD THIS CODE

Robot

Select **Score** from the menu.

Add this block to reset the score.

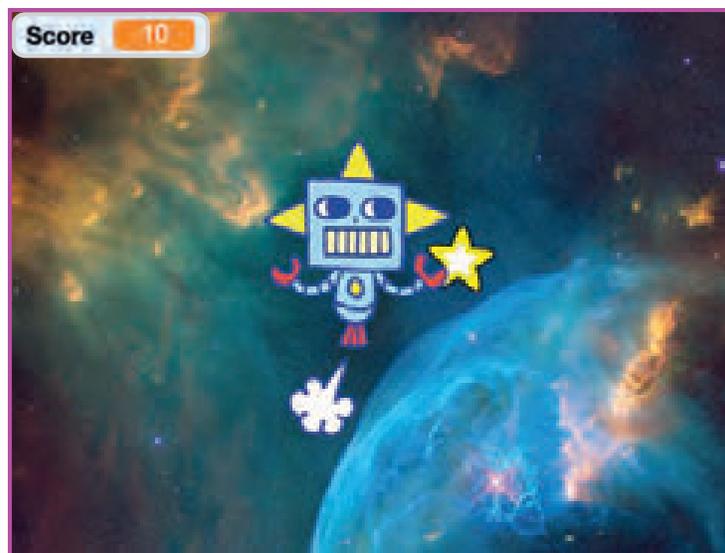Add this block to increase the score.

TIP

Use the **set variable** block to reset the score to zero.

Use the **change variable** block to increase the score.

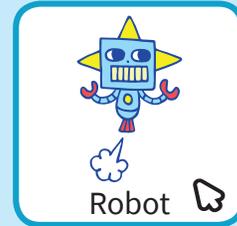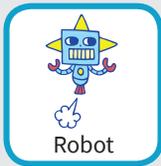# Level Up!

Go to the next level.

Level Up!

GET READY

Choose a second backdrop, like Nebula.

Nebula

Select the Robot sprite.

Robot

ADD THIS CODE

Robot

```
when [flag] clicked
switch backdrop to Galaxy
wait until Score = 10
switch backdrop to Nebula
```

Choose your first backdrop.

Choose the backdrop to switch to.

```
Score = 10
```

Insert the **Score** block into the **equals** block from the Operators category.

```
when backdrop switches to Nebula
play sound Win until done
```
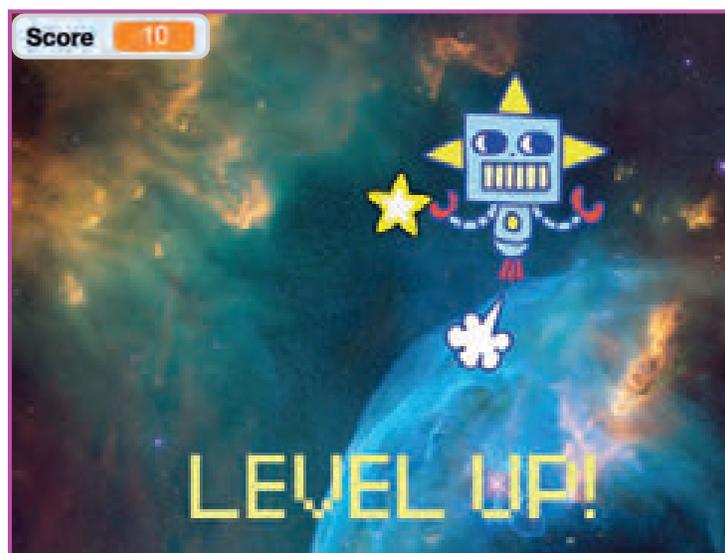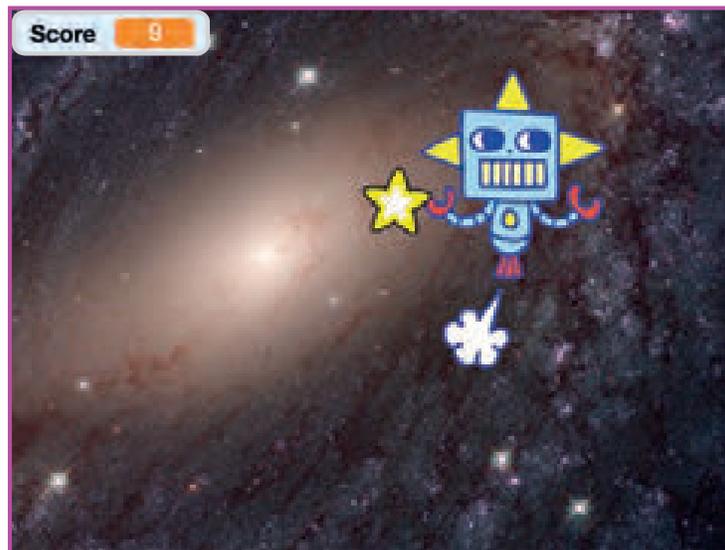
Choose a sound.

TRY IT

Click the green flag to start the game!

Victory Message

Show a message when you go to the next level.

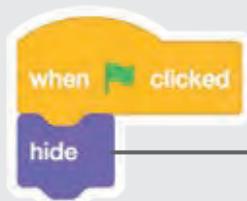SCRATCH

Victory Message

GET READY

Click the **Paint** icon
to make a new sprite.
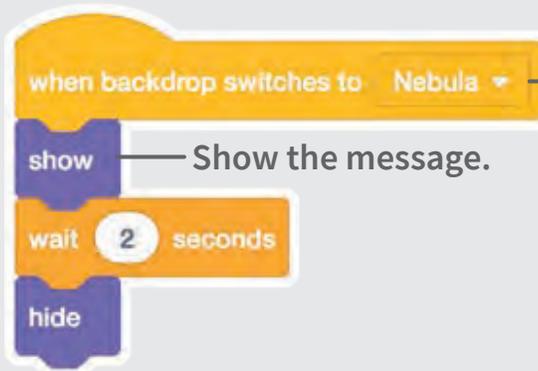
Use the **Text** tool to write
a message, like "Level Up!"

You can change the font
color, size, and style.

ADD THIS CODE

LEVEL UP!
Level Up!

```
when [flag] clicked
hide
```
Hide the message at the beginning.

```
when backdrop switches to [Nebula ▾]
show
wait (2) seconds
hide
```
Choose the backdrop
for the next level.

Show the message.

TRY IT

Click the green flag to play your game.