Catch the Egg

Don't let it hit the ground!

Setup

Choose sprites and a backdrop

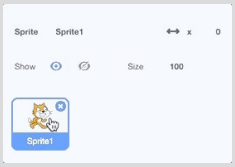


Use your imagination!

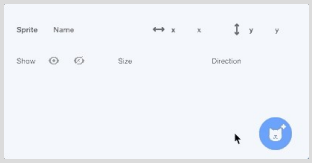


You can choose any sprites and backdrops you like for this project. In some places you may need to adapt the clues if you choose something different. Remember this challenge is meant to inspire your own ideas!

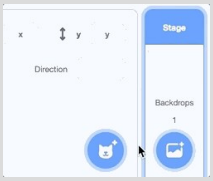
Delete Scratch



Choose 2 sprites

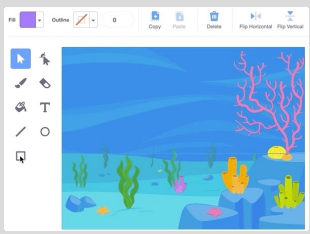


Choose a backdrop



Ground?

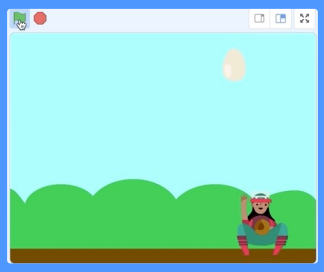
The ground should be a unique color. Use the drawing tools if needed.



No clues left! Ask a friend?

Moving

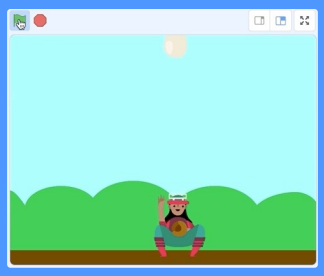
Move your catcher



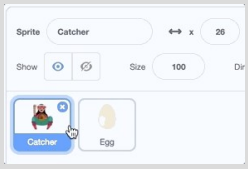
Give me a clue!

Falling

Make the egg fall



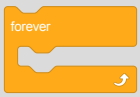
Select the egg sprite



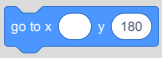
Start the game



For how long?



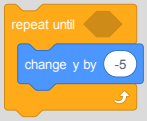
Go to the top



At a random place



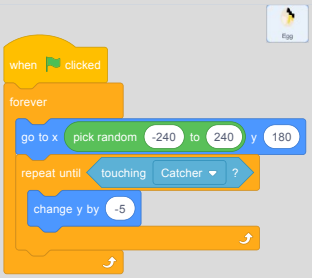
Falling



Until?



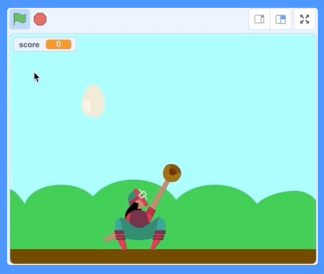
Having trouble?



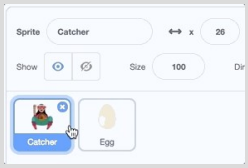
No clues left! Ask a friend?

Points

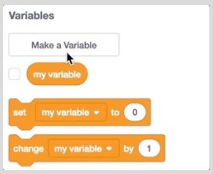
How many can you collect?

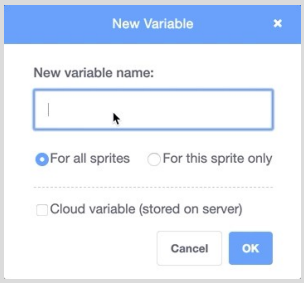


Select the egg sprite



Make a score variable

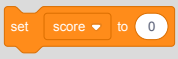




When the game starts

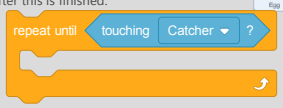


What is the score at the beginning?



When do you know the egg has been caught?

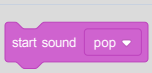
After this is finished:



Then change the score

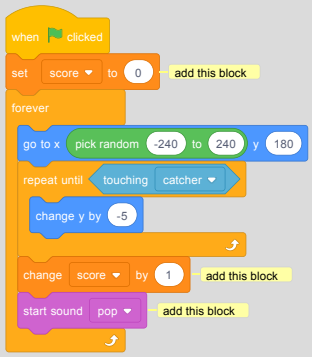


Play a sound!



Having trouble?

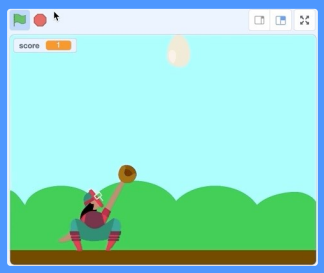
Look at the script you wrote before and add three new blocks:



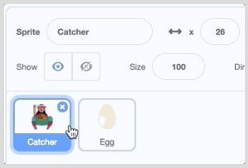
No clues left! Ask a friend?

Ground

Hit the ground?



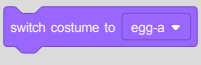
Select the egg sprite



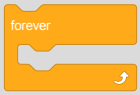
When the game starts



Always start with the original costume



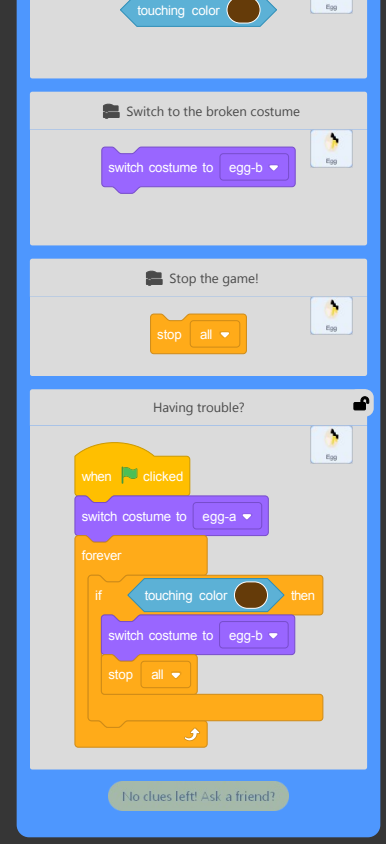
For how long?



if - then

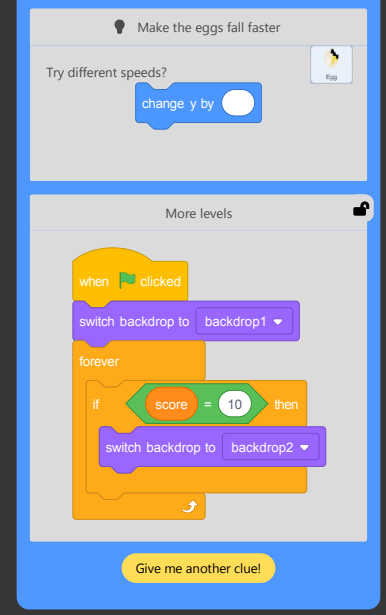


Touching the ground?



Extras!

What else can you add? Powerups? Levels?



Give me another clue!

Share!

Code Reference

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