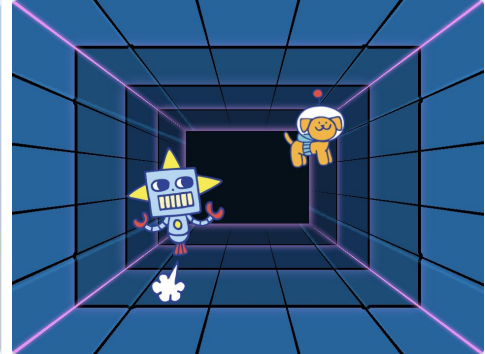


Scratch

Easy

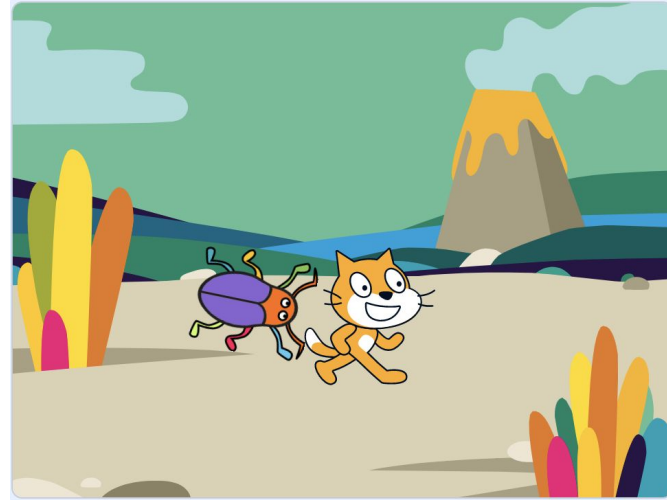
Chase Game

Let's make game of run away from 'it' !



What to Make

We will make a chase game in this course.
Move the character to run away from "it"!



Contents

1. Move player
2. Move "it"
3. Stop the game if it touches
the player

1. Move Player

- ① Choose your character
- ② Make it follow a mouse pointer
- ③ Let's try move player



1. Move Player


① Choose your character

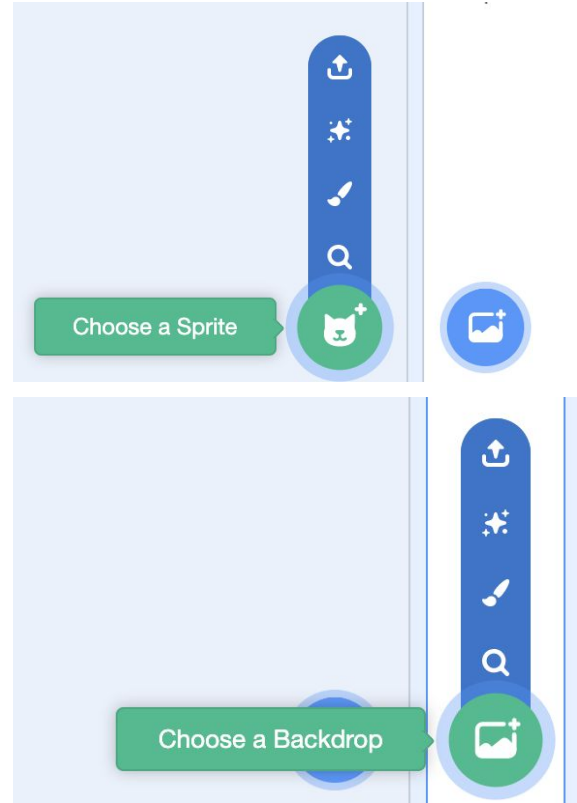
Click  in the bottom right of your screen.

Click and add the sprite you like.

You can change the sprite size with



Choose the background with click the  the right.




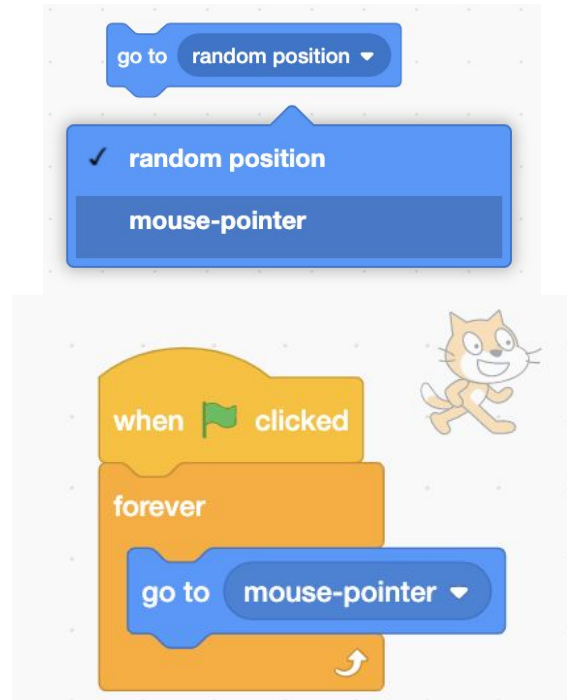
1. Move Player

② Make it follow a mouse pointer

So we program the sprite added just now.
Let's connect the code like the right image.

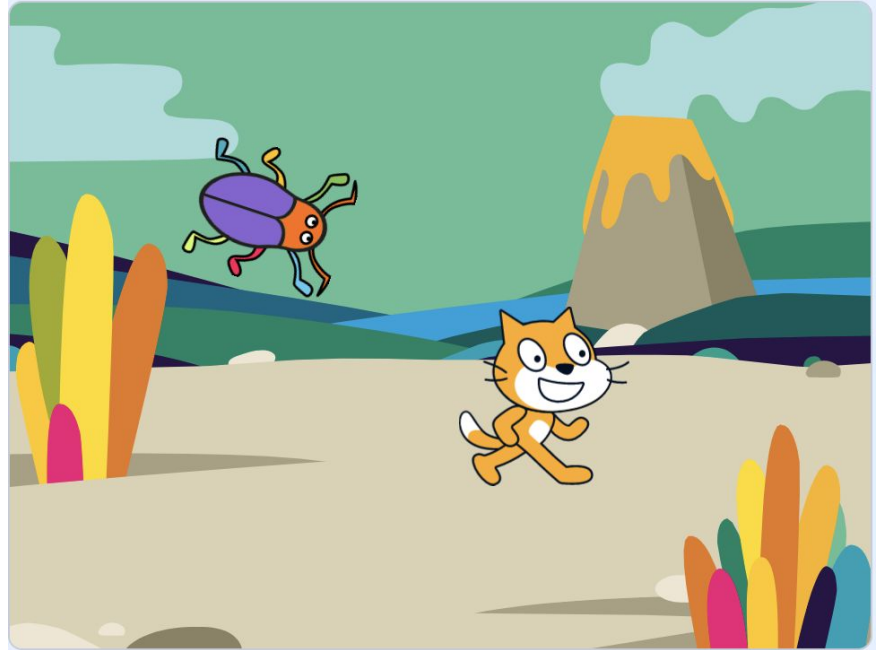
"go to mouse-pointer" make by change "random position" in go to block.

Okay, let's execute this program by click the .
Did you move this to follow the mouse-pointer?



2. Move "it"

- ① Choose a sprite
- ② Make it follow the player
- ③ Let's try play

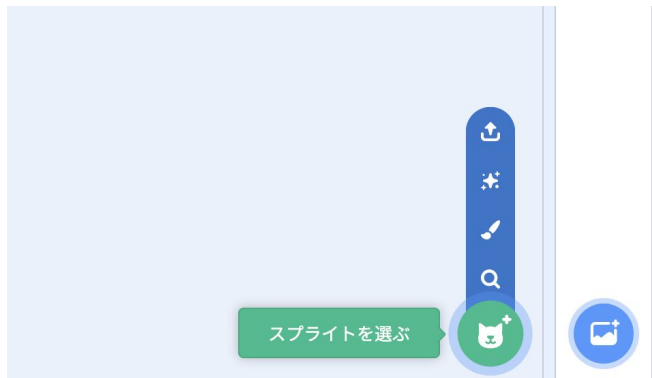


2. Move "it"

① Choose sprite

Click  in the bottom right of your screen, and add the sprite by click you like.

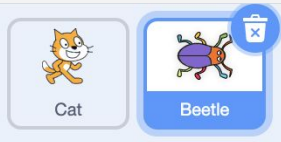
This sprite will be "it".



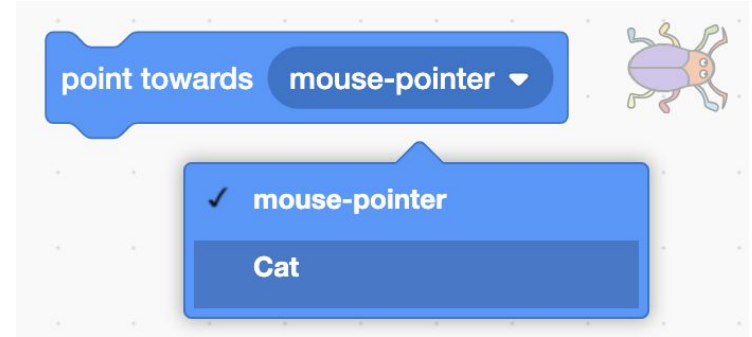
2. Move "it"

② Make it follow the player

Next, program the sprite added just now.
Check your sprite of "it" is selection and blue.



Use "point towards" block like the right image for chase to player.
Choose who chase by down triangle in the block.

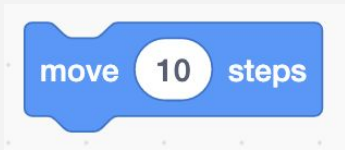



2. Move "it"

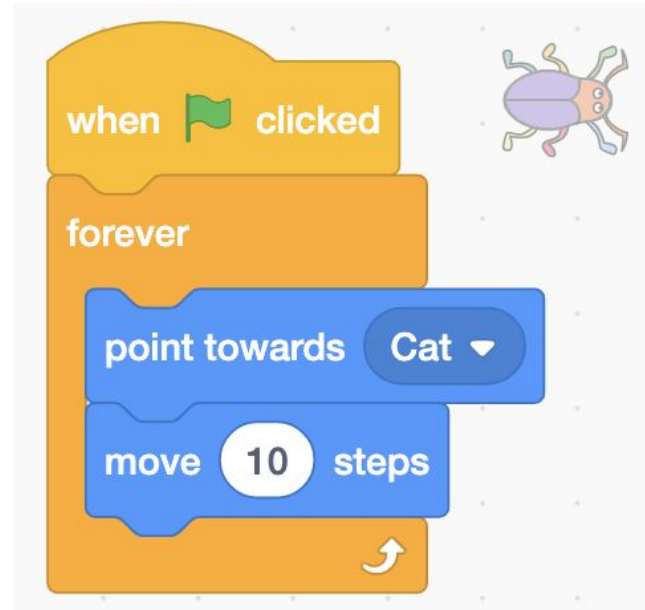
② Make it follow the player

And make code like image in the right.

You can change move speed by change the value in "move (10) steps".

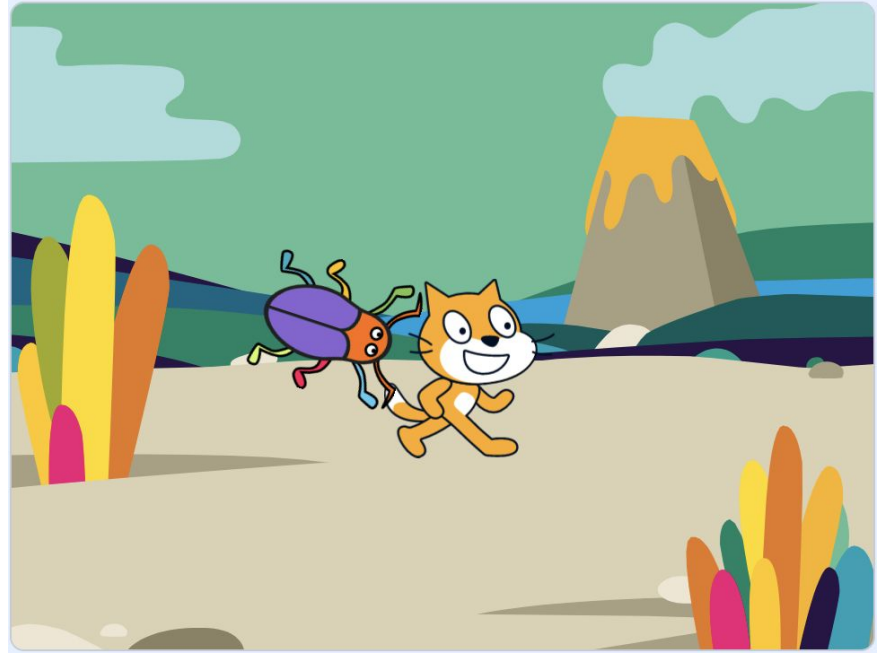


Let's execute this program by click the .
Did it chase the player?



3. Stop if "it" touches the player

- ① Stop the game if "it" touches the player
- ② Play sound
- ③ Let's try play

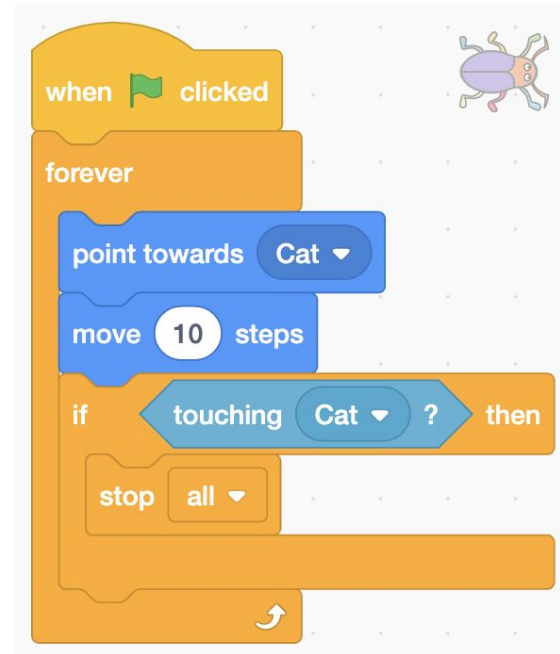
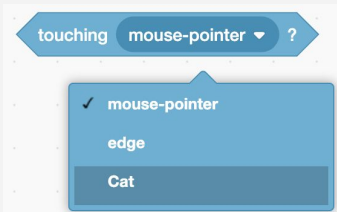


3. Stop the game if "it" touches the player

① Stop the game if "it" touches the player

Add the code for stop the game if touched player. We use block of "stop all" and "touching () ?".


Change value from "touching (mouse-pointer) ?" to "touching (<player-name>) ?" .



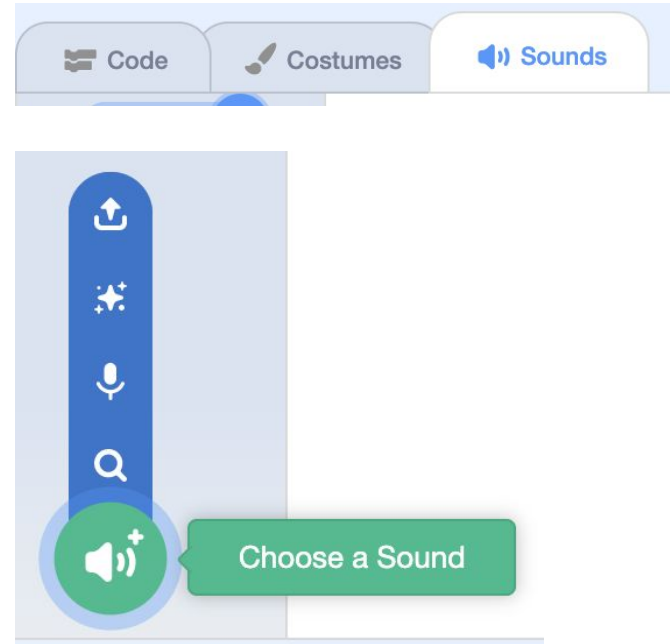
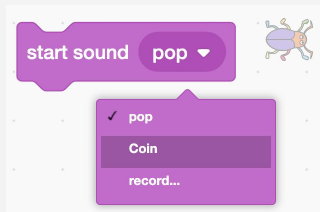
3. Stop the game if "it" touches the player

② Play a sound

Let's choose and add a sound!

Click "Sounds" in the top left in screen, and click  and add a sound what you like.

Now, you can select new sound.

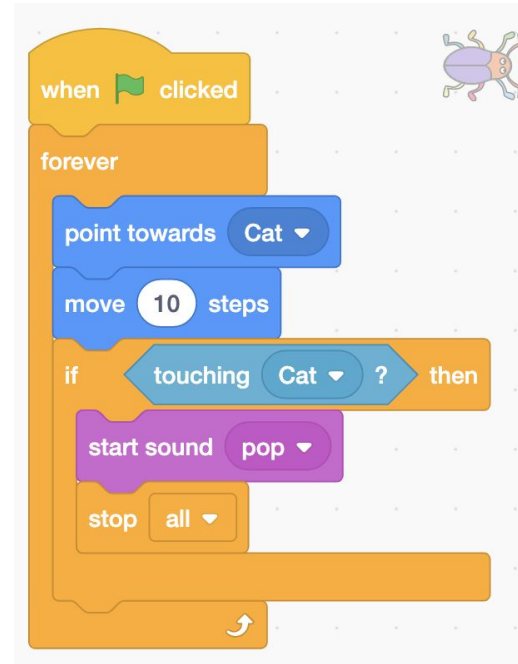
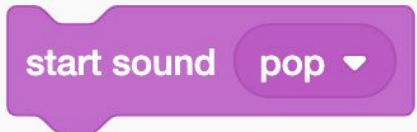


3. Stop the game if "it" touches the player

② Play a sound

Add a program for play sound when touched.

We use this block for start a sound.



Let's try

- Increase "it"
- Make countdown
- Make gameover screen
- Increase level

