

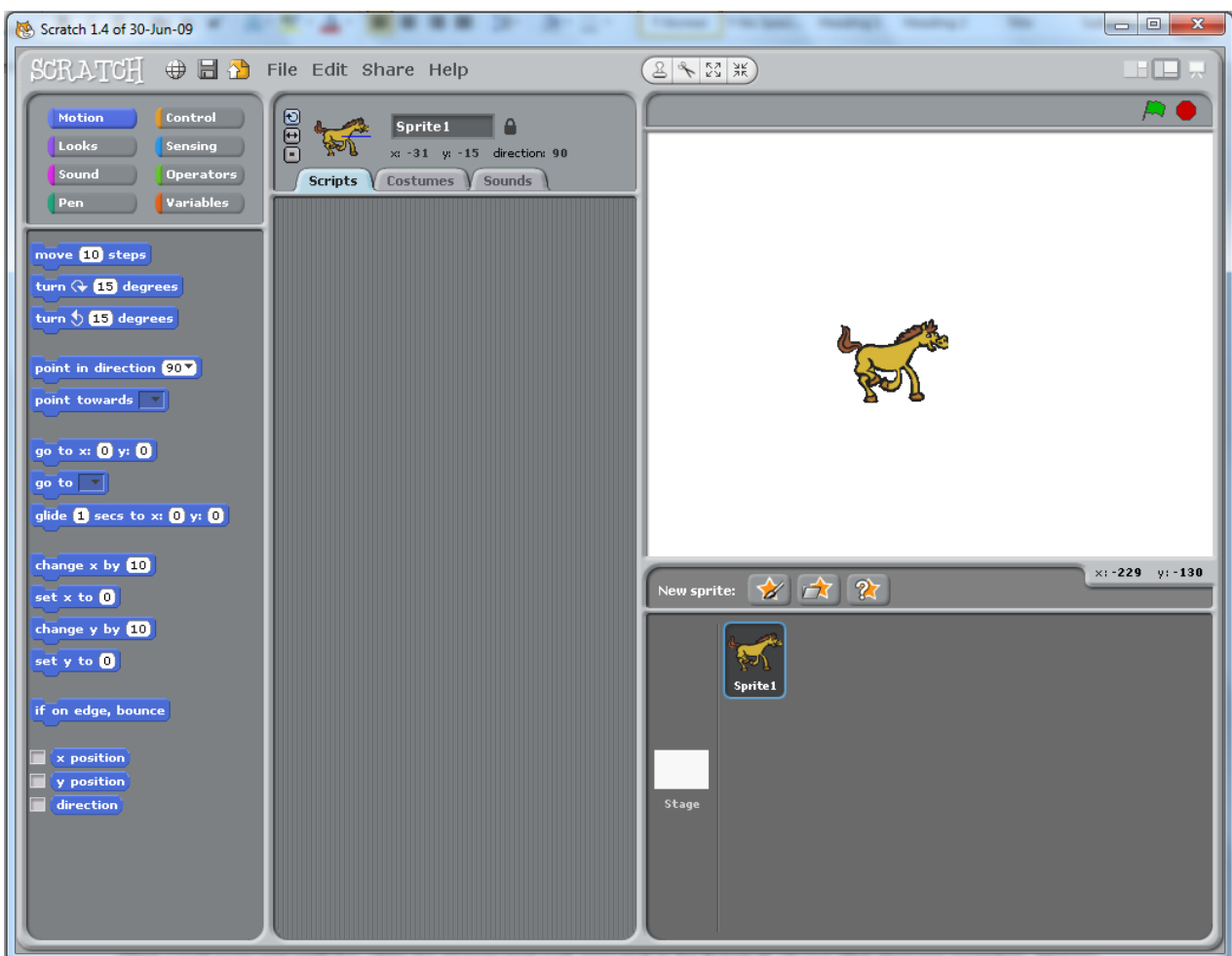
Horse, Bananas, BEES!

We are going to make a game where you are a horse. You are a crazy horse who likes bananas. The problem is, there are some bees who like bananas too. And they also like to sting you! So, you need to eat the bananas but try not to get stung by the bees.

1. Let's get started

- Open Scratch and make sure we are starting a New Project
- Delete the Cat from the Stage
- Add the Horse sprite to the stage

Your screen should look a lot like this:

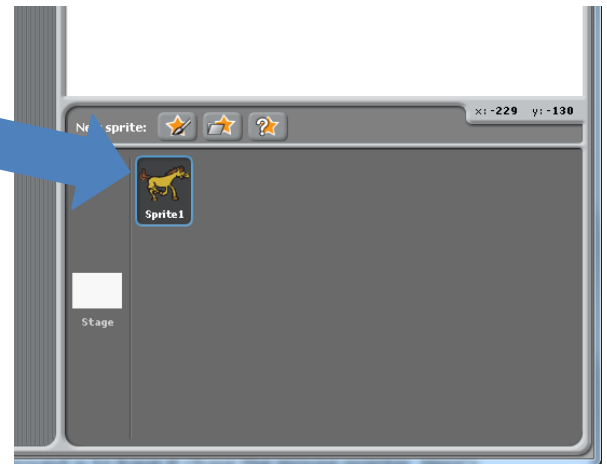


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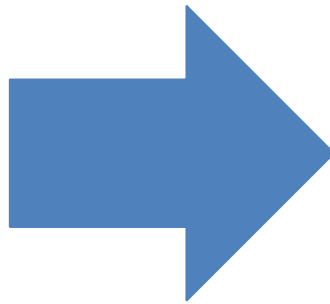
2. First, we need to give our Horse a script so we can move it around.

Click on the Horse in the Sprite area so that we are writing a script for it

One way we will be able to move our horse around is to have it chase the mouse pointer. Here's a script that will do that...



Make this script, and then try clicking the green flag. Move the mouse pointer around, and see what happens...

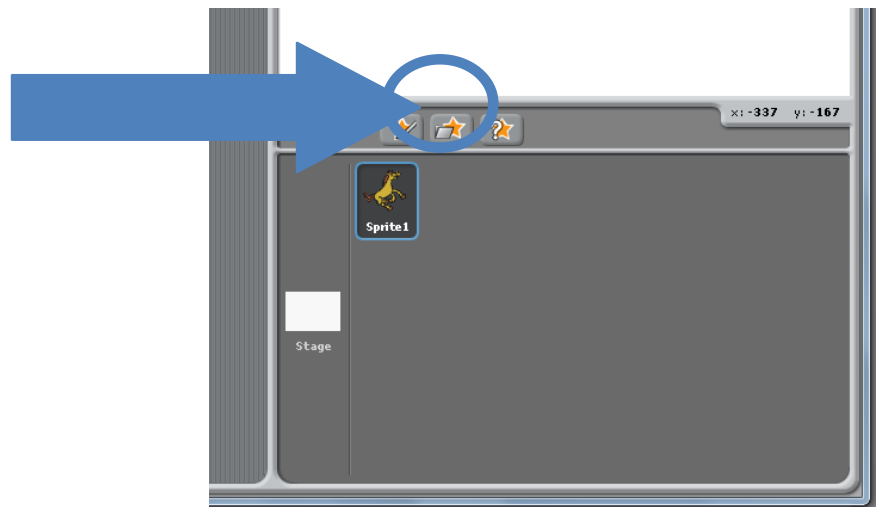


OK. This is good, but gets boring quickly. We said the horse was going to try to eat bananas. Let's add the bananas!

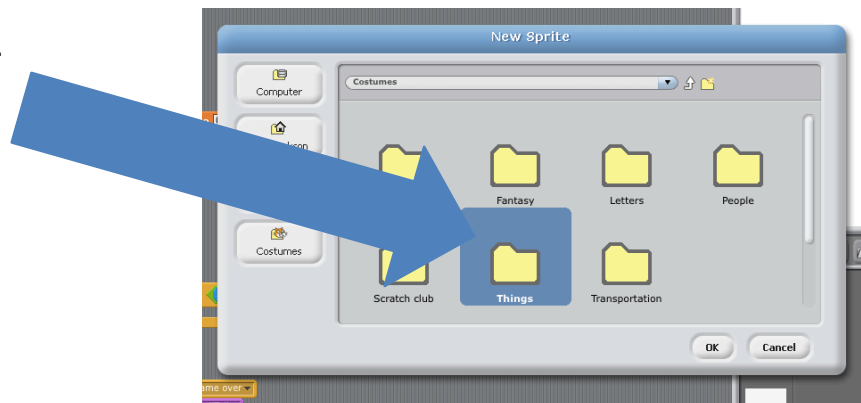
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3. Add Bananas

Click the middle star button underneath the stage to “Choose a new sprite from file”



Open up the **Things** folder



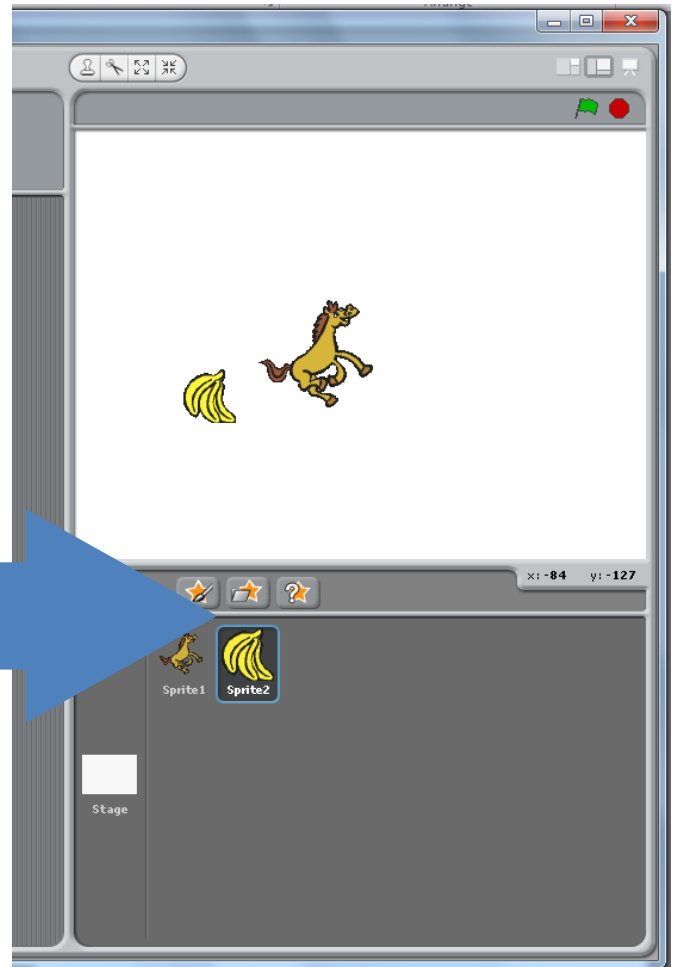
Next choose **bananas1** and click **OK**



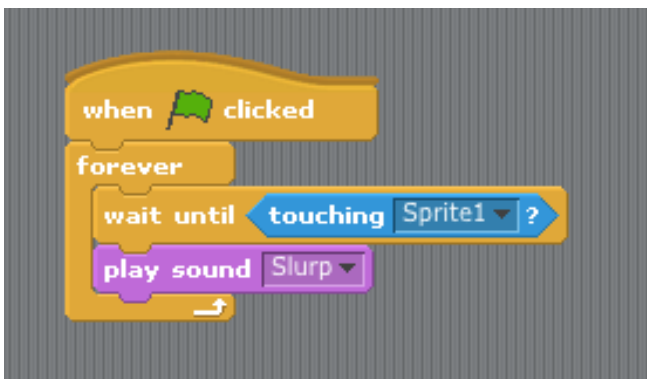
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The bananas should now be **Sprite2** in the **Sprites** area at the bottom right hand side of your screen, and you should be able to see the bananas on the stage. This is also a good time to resize the bananas so they are a little smaller.

Double-click on the bananas in the Sprite area to make sure we can write a script for the bananas. You can check this by making sure the bananas in the sprite area have a blue box around them, and that it says "Sprite 2" at the top of the script area.



Now let's make a script for the bananas:



Do you know where to find the sound "Slurp"?

Click on the **Sounds** tab, then click **Import**. Choose **human** and then find **Slurp** in the **play sound** drop down menu.

Once you've done that press the green flag and give it a try.

Does the Horse follow your mouse? What happens when it gets to the bananas?

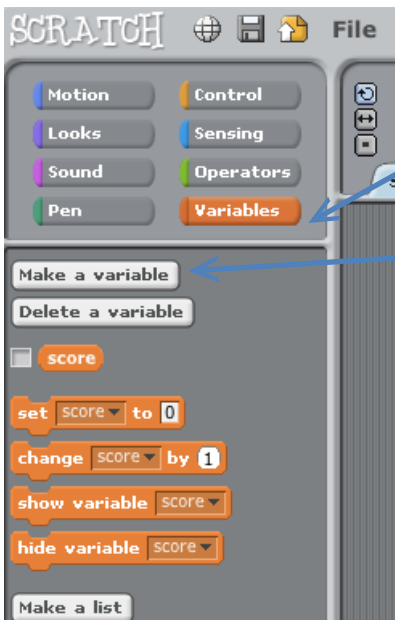
After you've had a play, press the red stop button and let's make it more fun...

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4. Let's add a score

OK. All games need scores. Here's how we add one to ours:

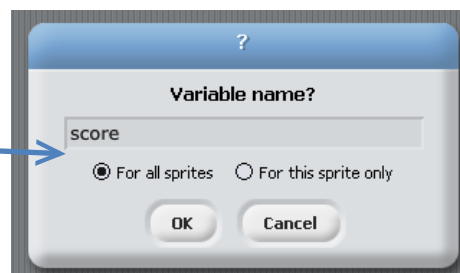
- First, double-click on the Horse to make sure we're editing the Horse script.
- Next click on **Variables** and then click **Make a variable**



Click variables

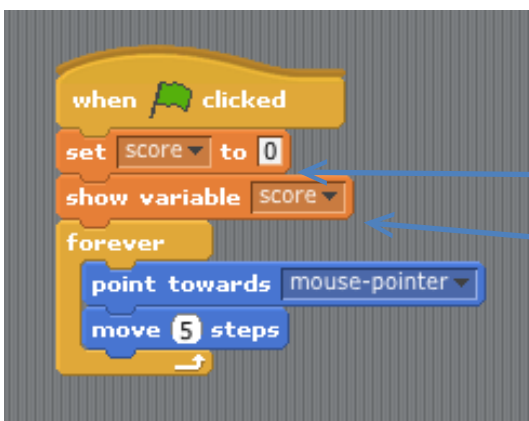
Then click "make a variable"

When it asks for a name for the variable, type **score** and press **OK**.



A variable is just a box where we can keep a number. This box is called "score" and we will keep a number in it. The number we keep will be... the score of course!

Now change the Horse script to look like this:

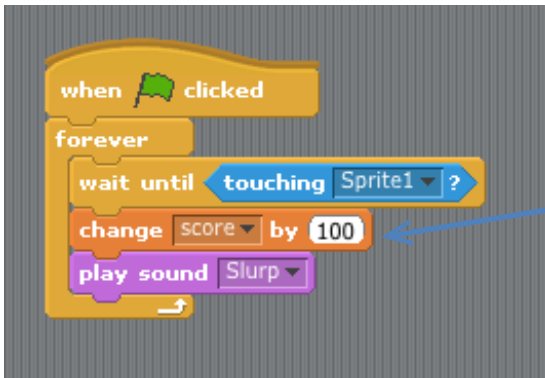


set score to 0 - because score should start at zero

show variable score - so we can see our score!

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- Now go to the **bananas script** and add a new line to change the score when the Horse is touching it.

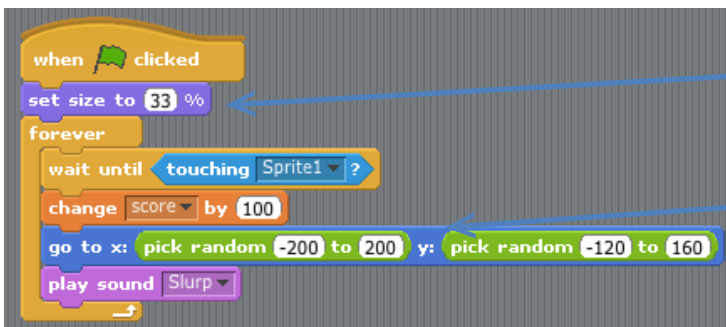


Each time the Horse gets the bananas, let's increase the score by 100 points.

Now press the green button to try it out.

Can you see the score shooting up all the time the Horse is touching the bananas?

Let's do some other cool things with the bananas. Let's make them move whenever the Horse gets them.



First, let's make the bananas smaller

This bit is trickier!

First, choose
Then choose
Now choose
Then grab
Drag the "pick random" over the x: number
and then again over the y: number on the blue
"go to" block
Now change the numbers as shown

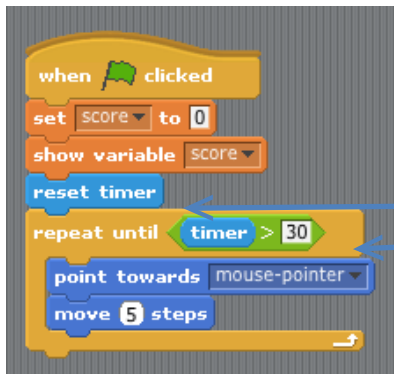
Click the green flag and have a play... see how the bananas work.

Look at the bananas script and see if you can work out what this line does.

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5. Add a time limit to make it harder!

Go to the Horse script and change it to look like this:



You can find "timer" under **Sensing**
First, click **timer** to show the timer on the stage
Now drag **reset timer** - it will make the timer start at 0
And now change the "forever" to "repeat until". You can drag **timer > 30** into the "repeat until" piece and add the timer and the number 30

Now the Horse will only keep chasing the pointer while the timer is less than 30. So after 30 seconds the game will stop.

Test it again... and see how many points you can score in 30 seconds...

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6. Let's add a bee to make it even harder!

Click on **Choose a new sprite from file** (hint: we did this to get the bananas...)

Click on **animals** then choose **bee1**

Now make sure you are making a script for the bee and create this script:



Can you work out what this script will do?

Why does it point at Sprite1 ?

Try it out...

Does the bee chase the Horse? What do we need to do to make it more fun?

Let's make it so you lose points every time the bee catches the Horse...

Choose the Horse script and change it to look like this:



This bit checks to see if the cat is touching the bee. If it is the player loses 5 points – and the cat meows because it doesn't like bee stings!

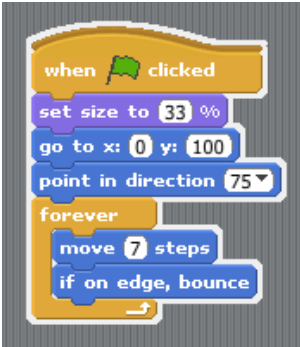
Try it out! It should be pretty fun by now and you can see how good a score you can get...

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7. Let's finish the game by adding another nasty bee!

This bee won't chase the Horse, but will buzz about, getting in the way.

First, add another sprite from file – and again choose a bee. This sprite should be Sprite4.
Now write this script for the new Sprite:



Then go to the Horse script and add some lines to check to see if the Horse is touching Sprite4:



These are the new lines...
Can you work out what they do?

And test the game again...

Is it getting harder to score now? More fun?