Catch the Ball Game

Simple game with variables

Catch the Ball game

- A ball falls from the sky.

- When you click on it, it glides to a random position at the top of the screen and begins to fall again.

- If the ball touches the floor, you lose.
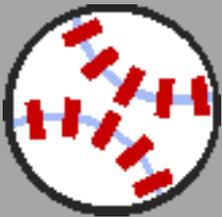
Add two sprites as shown

Delete the cat sprite and add the ball sprite.
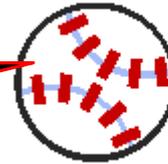
Add the line to the bottom of the screen.

Use the 'Create new sprite' tool, draw a line.

mouse x: -571
mouse y: -222
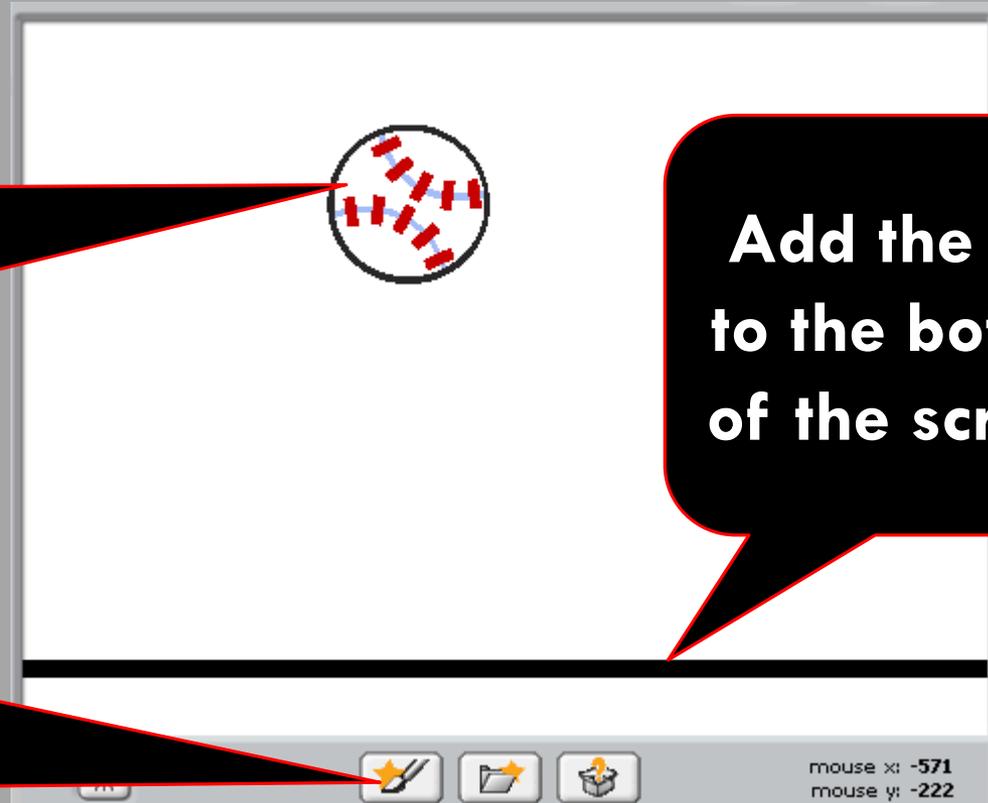
Rename the sprites

- Rename the line sprite to 'Floor'.

- Rename the ball sprite to 'Ball'.

The stage

- Click on the stage…
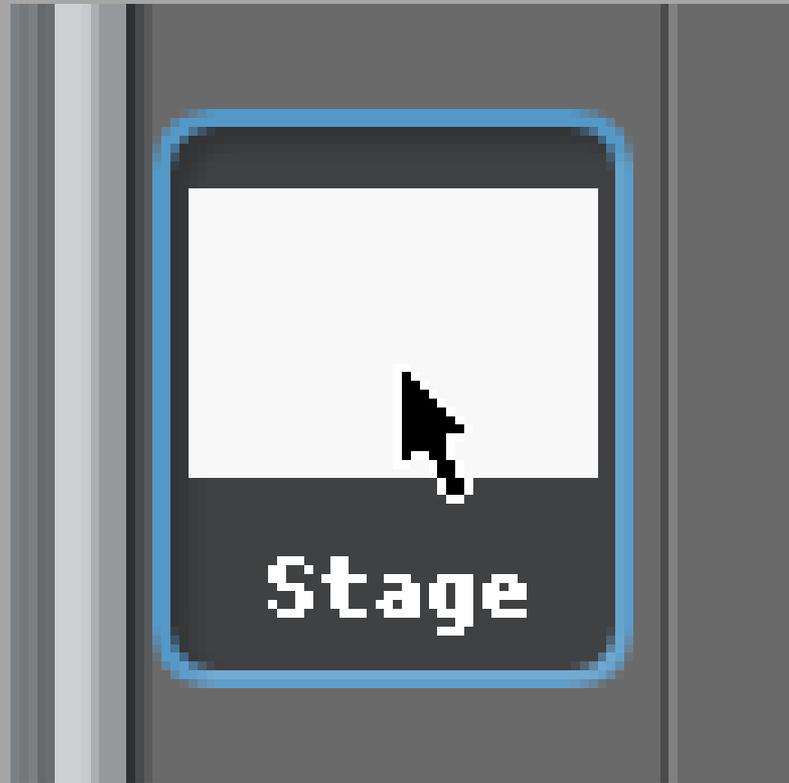
Add background

- Click the 'Backgrounds' tab.

- Click on 'Import'.

Add background

- Locate a suitable background.
- Click 'OK'.

Sports

playing-field

Variables

- Click 'Variables'.

Variables

- Click 'Make a variable'.
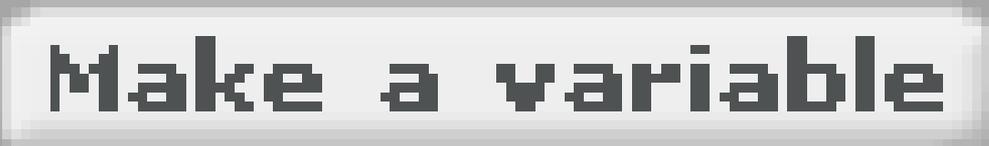
Make a variable

Variables

- Type in 'score'.
- Click 'OK'.

?

Variable name?

Score

⦿ For all sprites ◯ For this sprite only

OK Cancel

Add the script

Add the script to the Ball sprite EXACTLY as it is shown on the handout.
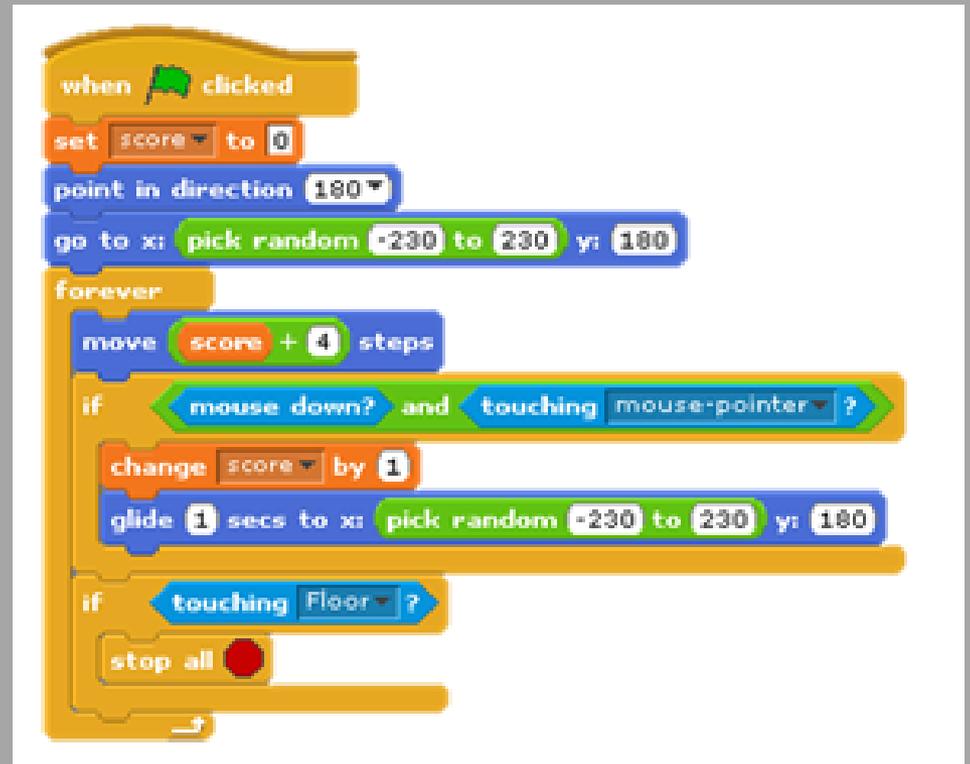
Play the game

- You should now have a complete game. Try it out.

- Work out how you could improve the game.

- Experiment with the settings to see how the game can be changed.