

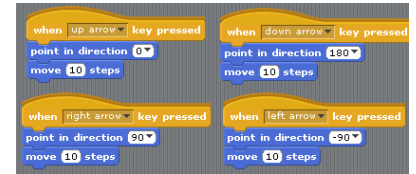
9) Putting it all together!!

CREATING A VIDEO GAME

- Import two new sprites onto your stage

Controlling your sprite

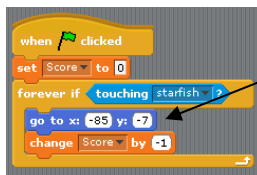
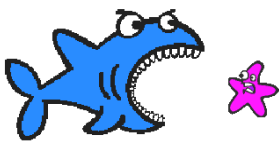
- Choose a sprite that you control using the arrow keys. Here is a hint:



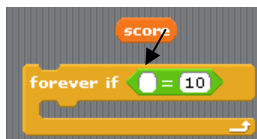
Adding in variable and sensing feature


- When the green flag is clicked, set score to 0.
- If one sprite touches another, increase your score by 1.
- When the score reaches 10, change to a new background (hint: use broadcasting).

Hints for: changing the score, sensing the second sprite, and changing the background



Put the 'go to' block first so that your score does not continue to increase when the shark touches the starfish.



When the score is equal to 10, you need the  block from the numbers category.

In sprite script area



Create a broadcast that will cause your background to change to a "You Win" screen

In stage script area

