

Independent Activity - 9

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Prepare a Shooting game!

Activity	Examples
<p>Create a Shooting game.</p> <p>For beginners, start from the class notes and build a game similar to the game that we made. Use this chance to clearly understand the uses of Cloning.</p> <p>For advanced users (also to get BONUS points), try adding more challenges to the game, see the examples here.</p> <p>There are many shooting games on the Internet that you can refer to.</p> <p>Enjoy 😊</p>	<p>https://scratch.mit.edu/projects/408354974/ https://scratch.mit.edu/projects/408592582/ https://scratch.mit.edu/projects/408196153/</p> <p>CLASS PROJECT</p> <p>https://scratch.mit.edu/projects/407663137/</p>



Marking Criterion (Max Marks: 12)

Task	Marks Given
At least two sprites in the shooting game as the 'fighters'	2
At least one of the sprites should be moved by the player and other sprite(s) move by themselves	2
At least two sprites whose clones are being made in the code – e.g. bullets, army of robots etc	2
Proper deletion of clones	2
Score to capture when the bullet hits the targets and timer	2
BONUS: You can add more features to this game. For example, different types of bullets, different types of shooters, pointing in the target direction, obstacles MUSIC/effects, Levels (See class notes and examples)	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on SCRATCH	-1

Common Problems

Problem	Remedy
Game keeps getting slower and slower	Remember to DELETE the clones.
Code gets very hard to debug	Build up the game slowly and add features one-by-one.
Cloning doesn't even start	Probably the clone that you have is too close to the edge and hence its gets deleted as soon as it is created. Move the sprite to the middle of the stage.

Enjoy!

- * Remember to submit your project in time!