

# Independent Activity – 19 (Fruit Slasher/Fruit Ninja!)

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# Create a version of the 'Fruit Slasher' game

Activity	Examples
<p>Create your own version of the Fruit Slasher game.</p> <p>This is a popular game with many examples on the Scratch platform. There are some variations too across these games. Try to be creative, understand the development process, and move in a step-by-step manner.</p>	<p><a href="https://scratch.mit.edu/projects/35212056/">https://scratch.mit.edu/projects/35212056/</a> <a href="https://scratch.mit.edu/projects/80798076/">https://scratch.mit.edu/projects/80798076/</a></p>
	<p><b>Class Project:</b> <a href="https://scratch.mit.edu/projects/428408272/editor/">https://scratch.mit.edu/projects/428408272/editor/</a></p>

Please see SLIDE number 4 for a step-by-step guidance on how you should approach this activity. Be systematic. Be creative. Enjoy the process.



# Marking Criteria (Max Marks: 12)

Task	Marks Given
A fruit sprite with at least 2 fruits and 1 bomb. Each fruit should have a split version.	2
Fruits get cloned and each gets launched with its own speed/rotation	2
List created to keep track of mouse movements	2
Fruits get slashed when the mouse drags across them	2
Game lasts for a few lives, lives reduce when fruits fall down without getting slashed.	2
Bonus: Combos, juice sprite, Starting Animation, innovative costumes/background/sounds etc	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on scratch	-1

# Step by Step Approach

## Step 0

Revise the key concepts :  
Lists, Cloning, Variables for  
this sprite only etc  
(See Class notes)



## Step 1

Create Costumes of the  
Fruit sprite  
Make sure you create the  
split costumes and also a  
bomb costume



## Step 2

Create code for the fruit to  
get cloned and get  
launched into the stage.  
Use LOCAL variables to  
give each clone its own  
speed and rotation



## Step 3

Create Lists for tracking  
the mouse movement.  
Make sure this list keeps  
the last 5 or 6 positions of  
the mouse pointer



## Step 4

Create code for  
determining whether or  
not a fruit has been  
slashed



## Step 5

Code for the ending  
conditions and score.

*Do not go to the next step unless the present step is clear.  
At every step, ask yourself, what can I do differently?*

# Common Problems

Problem	Remedy
Sprites get dragged away as I play the game	Set 'draggable mode' to non-draggable. Notice this will only work in the Full screen mode, not the editor.

# Enjoy!

- \* Remember to submit your project in time!