

Independent Activity – 18 (Rapid Fire Numbers!)

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Create a version of the 'RAPID FIRE NUMBERS' game

Activity	Examples
<p>Create your own version of the RAPID FIRE NUMBERS game.</p> <p>Numbers fall from the top of the stage and ask a mathematics question. We have to answer it and avoid numbers from reaching all the way down.</p>	<p>https://scratch.mit.edu/projects/431978474 https://scratch.mit.edu/projects/430164867 https://scratch.mit.edu/projects/430456095/ https://scratch.mit.edu/projects/416873724/ https://scratch.mit.edu/projects/430464223 https://scratch.mit.edu/projects/429690779/</p>
	<p>Class Project: https://scratch.mit.edu/projects/426497975/editor/</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
Numbers appear randomly in pairs every few seconds	2
Lists created to store ANSWERS and LEFT/RIGHT/OPERATOR clone IDs	2
An answer box is always ready at the bottom of the stage	2
Providing an answer deletes ALL the clones whose answer matches the correct answer.	2
A few lives provided, and game ends after the lives are exhausted.	2
Bonus: More types of operators, interesting types of questions, interesting movement of the number clones 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 all the costumes
that you need for this
game for the number
sprite
Create a Local variable
Clone ID



Step 2

Create and populate the
lists – LEFT, RIGHT ,
OPERATOR CLONE,
ANSWERS.
(Test that the lists are
working)



Step 3

Code the conditions for
what happens when an
answer is provided.
(Selection from the
Answers, deletion, etc)



Step 4

Code the 'WHEN I START
AS A CLONE'.
Ensure the clone deletion
condition is coded
correctly



Step 5

Add 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
Game slows down as it progresses	Are the lists getting 'updated' – make sure that only the ACTIVE clones are in the list.

Enjoy!

- * Remember to submit your project in time!