

# 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.</p> <p>Take a look at the examples to get ideas. There are many shooting games on the Internet that you can refer to also.</p> <p>Enjoy 😊</p>	<p><a href="https://scratch.mit.edu/projects/408354974/">https://scratch.mit.edu/projects/408354974/</a> <a href="https://scratch.mit.edu/projects/408592582/">https://scratch.mit.edu/projects/408592582/</a> <a href="https://scratch.mit.edu/projects/408196153/">https://scratch.mit.edu/projects/408196153/</a></p> <p><a href="https://scratch.mit.edu/projects/417029649/">https://scratch.mit.edu/projects/417029649/</a> <a href="https://scratch.mit.edu/projects/416904660/">https://scratch.mit.edu/projects/416904660/</a> <a href="https://scratch.mit.edu/projects/416598977/">https://scratch.mit.edu/projects/416598977/</a></p> <p><a href="https://scratch.mit.edu/projects/23335536/">https://scratch.mit.edu/projects/23335536/</a> <a href="https://scratch.mit.edu/projects/14858789/">https://scratch.mit.edu/projects/14858789/</a></p> <p><a href="#">CLASS PROJECT</a></p> <p><a href="https://scratch.mit.edu/projects/407663137/">https://scratch.mit.edu/projects/407663137/</a></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 sprites 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 etc, 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.
Bullets do not clone properly	Make sure the bullet costumes are perfectly at the centre. Also, make sure that the bullets do not touch the edge when they are created.

# Enjoy!

- \* Remember to submit your project in time!