

Independent Activity - 7

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Prepare 'CATCH' game!

Activity

Make your own version of the 'CATCH Game'

For beginners, start from the class notes and build a game similar to the game that we made in the class. Use variables to simplify your code and give it features.

For advanced users (also to get BONUS points), try adding more challenges to the game. E.g, a surprise sprite that comes up to disturb others. Be creative.

Take a look at the examples to get ideas.

Enjoy 😊

Examples

<https://scratch.mit.edu/projects/406606150/>
<https://scratch.mit.edu/projects/406716347/>
<https://scratch.mit.edu/projects/391345815/>
<https://scratch.mit.edu/projects/391338848/>
<https://scratch.mit.edu/projects/391420103/>

<https://scratch.mit.edu/projects/415228502/>

Project made in class

<https://scratch.mit.edu/projects/406262245/>

Marking Criterion (Max Marks: 12)

Task	Marks Given
A catching BOWL/Sprite that moves according to mouse or arrows	2
At least three different types of objects to be caught.	2
Each object has points. At least one must have negative points.	2
Game lasts for a certain fixed duration (say 20 – 30 sec).	2
Once the time is over, the game totally stops and a new backdrop comes.	2
BONUS: You can add surprise sprites, you can change the behavior of the sprites as the game progresses, you can make the falling/moving sprites move in more complicated paths etc.	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on SCRATCH	-1

Common Problems

Problem	Remedy
Score moves much more than what I planned	Add a small wait. See slide 9.

Enjoy!

- * Remember to submit your project in time!