Catch Game

Cards

Make a game where you catch things falling from the sky.

scratch.mit.edu/catch
Catch Game

Cards

Use these cards in this order:

1. Go to the Top
2. Fall Down
3. Move the Catcher
4. Catch It!
5. Keep Score
6. Bonus Points
7. You Win!

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Go to the Top

Start from a random spot at the top of the Stage.
**Go to the Top**

**GET READY**

- Choose a backdrop.
- Choose a sprite, like Apple.

**ADD THIS CODE**

- Choose random position from the menu.
- Type 180 to go to the top of the Stage.

**TRY IT**

Click the green flag to start.

**TIP**

\[ y = 180 \]

\[ x = -240 \quad x = 240 \]

\[ y = -180 \]
Fall Down

Make your sprite fall down.
**Fall Down**

**GET READY**

Click to select the **Apple**.

**ADD THIS CODE**

Type a negative number to fall down.

`change y by -5`

Check if near the bottom of the Stage.

`if y position < -170 then`

Go back to the top of the Stage.

`go to random position`

`set y to 180`

**TRY IT**

Click the green flag to start. Click the stop sign to stop.

**TIP**

Use `change y by` to move up or down.

Use `set y to` to set the sprite’s vertical position.
Move the Catcher

Press the arrow keys so that the catcher moves left and right.
Move the Catcher
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GET READY

Choose a catcher, like Bowl.

Drag the Bowl to the bottom of the Stage.

ADD THIS CODE

When green flag clicked
- Forever
  - If right arrow key pressed?
    - Change x by 10
  - If left arrow key pressed?
    - Change x by -10

TRY IT

Click the green flag to start.

Press the arrow keys to move the catcher.
Catch the falling sprite.
Click to select the **Apple**.

Choose **Bowl** from the menu.

Choose a sound.

If you want to add a different sound, click the **Sounds** tab.

Then choose a sound from the Sound library.
Add a point each time you catch the falling sprite.
Keep Score
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GET READY

Choose Data.

Click the Make a Variable button.

Name this variable score and then click OK.

ADD THESE BLOCKS

Add two new blocks to the script you made:

Add this block to reset the score.

Add this block to increase the score.

TRY IT

Catch apples to score points!
Get extra points when you catch a golden sprite.
**Bonus Points**

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**GET READY**

Choose the **Duplicate** tool.

Click your sprite to duplicate it.

Click the **Costumes** tab.

You can use the paint tools to make your bonus sprite look different.

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**ADD THIS CODE**

Click the **Scripts** tab.

- **when** flag **clicked**
- **set** `score` **to** 0
- **forever**
  - **if** sprite **is touching** bowl
  - **play sound** `pop`
  - **change** `score` **by** 2
  - **go to** random position
  - **set y** **to** 180

**TRY IT**

Catch your bonus sprite to increase your score!
You Win!

When you score enough points, display a winning message!

You won!
You Win!

You Win!

GET READY

Click the paintbrush to draw a new sprite.

New sprite: 🎨

Click the **Convert to vector** button.

Use the **Text** tool to write a message, like “You won!”

You won!

You can change the font color, size, and style.

ADD THIS CODE

Click the **Scripts** tab.

- **when **clicked
- **hide
- **wait until** score > 5
- **show
- **stop all

Insert the **score** block.

TRY IT

Click the green flag to start.

Play until you score enough points to win!