Scratch Level 1: Code Your Own Game TUTORIAL #5: Game Over!

*This tutorial will help you:

- ✓ Create a custom backdrop
- \checkmark Change backdrop when the game is over (no more lives left)

STEP ONE:

Open the Scratch project you created for Tutorial #4. (Remember that in Tutorial #4, we added random motion to our shark and our yellow fish.)

STEP TWO:

Create a "game over" backdrop. Click on Stage and click the Backdrops tab. Select a new backdrop from the library or draw your own. We chose a backdrop from the library, and then wrote "GAME OVER" on top of the background in red text. Try out the drawing tools and get creative!



STEP THREE:

Add these three blocks to your workspace. We need these blocks for Step 4. Find the following blocks and drag them over to your workspace:

- 1. *"if/then"* block (Control category)
- 2. "equals" block (Operators category)
- 3. "Lives" block (Data category)



STEP FOUR:

Add the following code so that your backdrop changes to the "game over" screen when your Lives = 0. Use the blocks you found in Step 3.

You'll also need to add a purple *"switch backdrop"* block and a yellow *"stop all"* block so that all your sprites stop moving when the game is over.

when	-	click	red								
set	Lives	• to	3								
show		a									
forev	er										
if	<	Lives) = (th	en					
	swit	ch ba	ckdra	op 1	to	gam	ie ov	/er	•		
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STEP FIVE:

___Reset your backdrop when the game begins. Use the *"switch backdrop"* block to switch back to your first background when you restart the game. Where do you think you should put this block?

switch backdrop to underwater3 -



IF TIME PERMITS: EXTENSION TASKS

_____ Can you code your "game over" background to slowly fade to black when the game is over?

___ Can you display your player's score on top of the background?

_____ Can you find a way to add a "Replay game" button that will restart your game? (Hint: the replay button may be a new sprite, and you could use broadcasting to restart your game.)