

Scratch Level 1: Code Your Own Game

TUTORIAL #5: Game Over!

*This tutorial will help you:

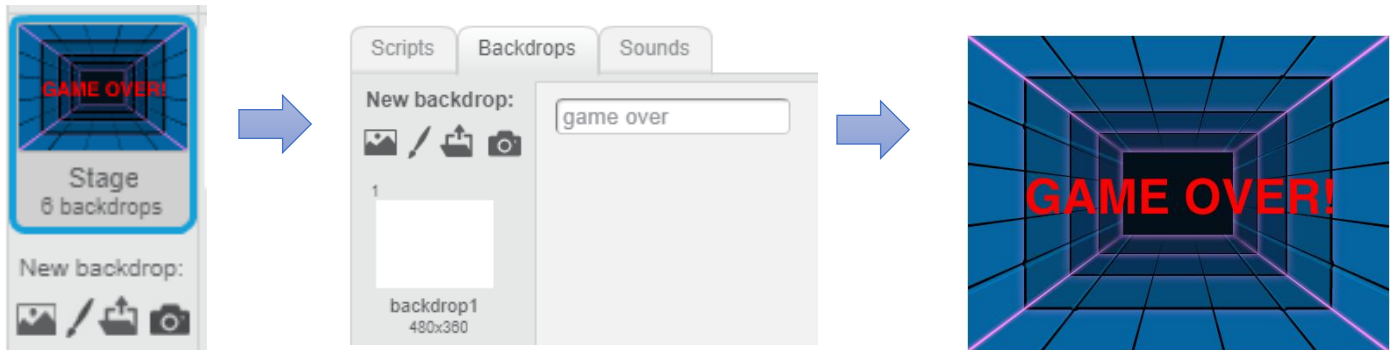
- ✓ Create a custom backdrop
 - ✓ Change backdrop when the game is over (no more lives left)
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STEP ONE:

_____ **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:

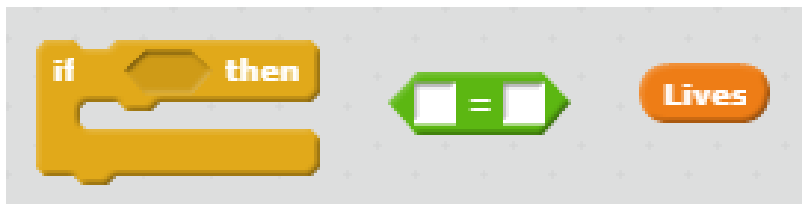
_____ **Create a “game over” backdrop.** Click on Stage and click the Backdrops tab. Select a new backdrop from the library or draw your own. We chose a backdrop from the library, and then wrote “GAME OVER” on top of the background in red text. Try out the drawing tools and get creative!



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:

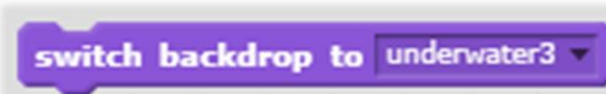
_____ Add the following code so that your backdrop changes to the “game over” screen when your Lives = 0. Use the blocks you found in Step 3.

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.



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?



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.)