Scratch Level 1: Code Your Own Game
TUTORIAL #6: Extra Features

*This tutorial will help you:
- ✓ Change the backdrop colour when only one life is left
- ✓ Code your sprites to reappear in random locations

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STEP ONE:

_____ **Open the Scratch project you created for Tutorial #5.** (Remember that in Tutorial #5, we added a "game over" backdrop which shows up when our game ends.)

STEP TWO:

_____**Change the colour of your backdrop with the** *"set color effect"* **block.** Drag the *"set color effect"* block over to your scripts area.

Play around with the numbers inside the block and click on the block to see how it changes the colour of your backdrop. Find a number that gives you a colour you like. We like using 105 because it changes our undersea backdrop to orange.
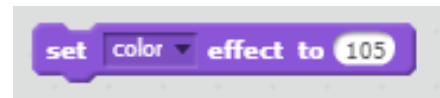
STEP THREE:

_____**Change the backdrop colour <u>when Lives = 1</u>.** Let's change the backdrop colour when there's only one life left. This way, we can warn the player that they have to be careful!

Add the following code to your project:
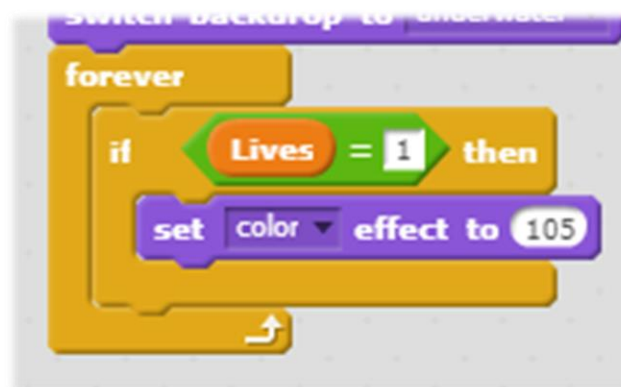
<u>**STEP FOUR:**</u>

_____ **Code your yellow fish to reappear in a random location.** It's a little too easy to catch the yellow fish when it reappears in the same spot. Add the following code to make your yellow fish pop up in a new location each time it reappears!

Now try adding this same code to your red fish, too. This way, the red fish won't appear in the same place that it touched the shark.

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IF TIME PERMITS: EXTENSION TASKS

____ What would happen if you changed the numbers inside the green random blocks? What if the range was 0 to 240? Where would the fish reappear?

____ Can you code the shark to open its mouth when it eats the red fish? (Hint: you may need to use costumes.)

____ What other visual effects could you add to your project? (Hint: try out the different effects under "*Looks*".)