


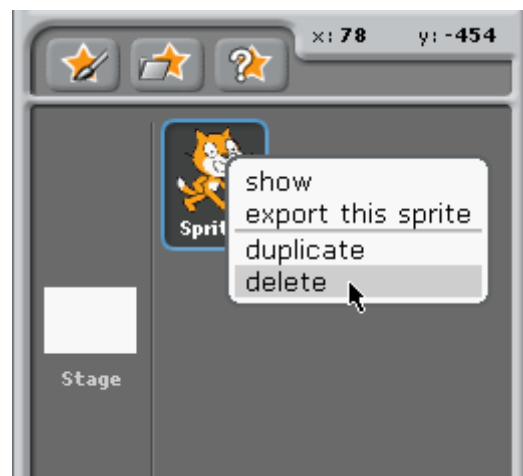
Elephant Chase-chased Game



Objectives:

1. Control the main character which is an elephant with the arrow keys to move around the jungle catching butterflies.
2. Catching a butterfly may score 1 mark while being caught by the wizard will deduct the total score by five and lose 1 live.

Stage 1: Creating the Elephant Sprite

1. Start **Scratch** to create a new project.
2. Save the new project as **elephant-01**.
3. Right-click **Sprite1** to delete it.
4. Click the  button, and then select the **elephant1-a** sprite from the **Animals** folder.
5. Click the **Costumes** tab and import also the **elephant1-b** image from the **Animals** folder.
6. Make sure that the **only face left-right** button is checked.
7. Rename the sprite as **elephant**.



8. Click the **Scripts** tab and create the scripts for the **elephant** sprite.
9. Save **elephant-01** again.
10. Click the  icon to start the program.
11. Use the **Left, Right, Up, or Down** arrow keys to guide the **elephant** moving around.
12. Click the  icon to stop the program.



Stage 2: Painting the Elephant's Nose Red

1. Save the project as **elephant-02**.
2. Click the **Costumes** tab.
3. Click the **Edit** button to edit **elephant1-a** in the **Paint Editor**.



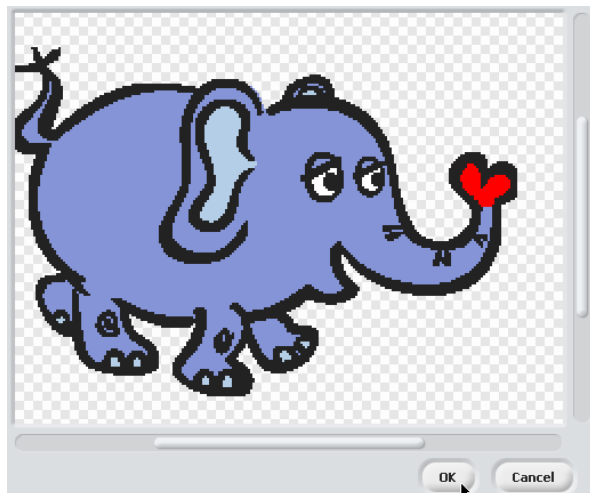
- Click to select the **Paintbrush** tool if necessary.



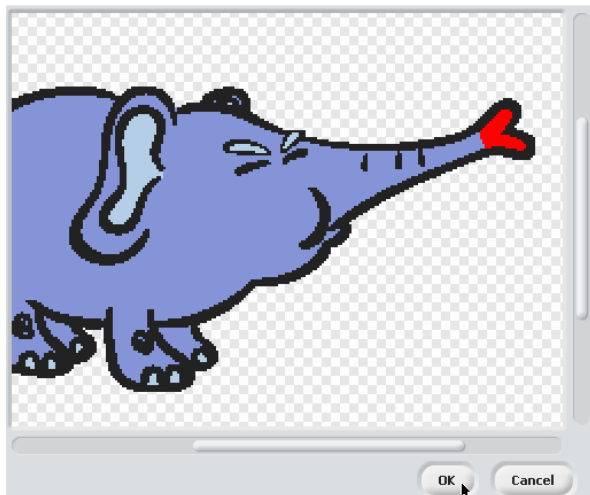
- Click to select the **Red** color.




- Paint the front part of the nose in **Red** color.
- Click the **OK** button to confirm the changes.

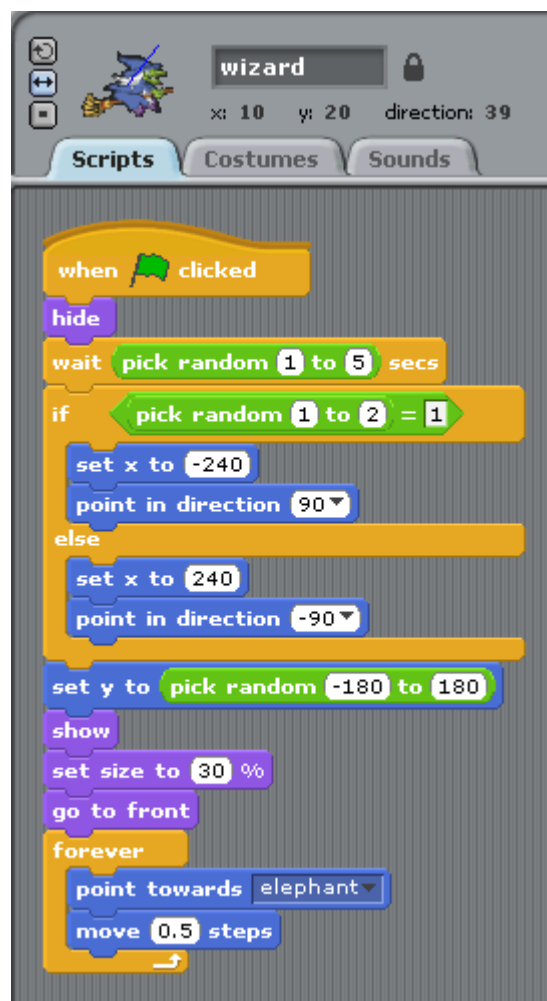


- Repeat similar procedures with the **elephant1-b** image.
- Save **elephant-02** again.



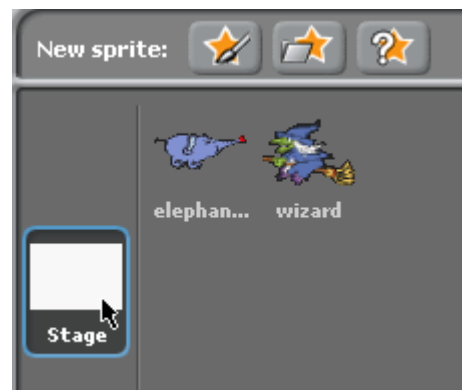
Stage 3: Creating the Wizard Sprite



1. Save the project as **elephant-03**.
2. Click the  button, and then select the **witch1** sprite from the **Fantasy** folder.
3. Rename the sprite as **wizard**.
4. Make sure that the **only face left-right** button is checked.
5. Click the **Scripts** tab if necessary and then create the scripts for the **wizard** sprite.
6. Save **elephant-03** again.
7. Click the  icon to start the program.
(The **wizard** sprite always moves towards the **elephant** sprite no matter where it goes.)
8. Click the  icon to stop the program.

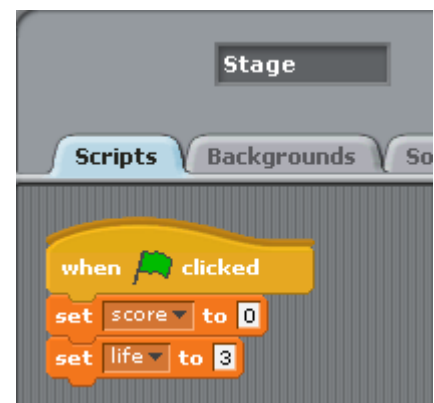


Stage 4: Setting Up the Counters



1. Save the project as **elephant-04**.
2. Click the **Make a variable** button to create a variable.
3. Name the variable **score**. (Make sure that the **For all sprites** option is checked.)
4. Click the **Make a variable** button again to create another variable.
5. Name the variable **life**. (Make sure that the **For all sprites** option is checked.)
6. Click the **Stage** to select it.



7. Create the scripts for the **Stage**.
8. Save **elephant-04** again.
9. Click the  icon to start the program. (Note that the counters **score** and **life** do not work yet.)
10. Click the  icon to stop the program.




Stage 5: Modifying the Elephant Sprite

1. Save the project as **elephant-05**.
2. Click to select the **elephant** sprite.
3. Click the **Scripts** tab if necessary.
4. Add one more block of scripts for the **elephant** sprite.
5. Save **elephant-05** again.
6. Click the  icon to start the program.
(Whenever the **elephant** sprite is caught by the **wizard** sprite, there are drum and color effects. The variable **score** remains as **0** while the variable **life** deducts its value by one each time.)
7. Click the  icon to stop the program.



Stage 6: Creating the Butterfly Sprite

1. Save the project as **elephant-06**.
2. Click the  button, and then select the **butterfly1-a** sprite from the **Animals** folder.
3. Click the **Costumes** tab and import also the **butterfly1-b** image from the **Animals** folder.
4. Make sure that the **only face left-right** button is checked.
5. Rename the sprite as **butterfly**.



- Click the **Scripts** tab if necessary and create the scripts for the **butterfly** sprite.



Note:

- Click on the color square to display the **dropper**, and then



- click on the elephant's nose (i.e., the red area) to select the red color.

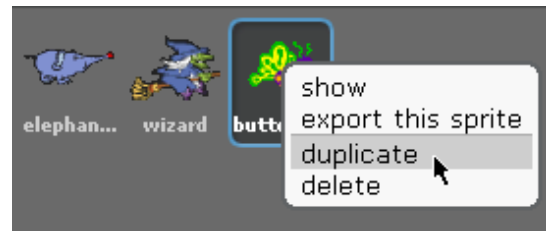


- Click the **Sounds** tab and import the **Pop** sound from the **Effects** folder.
- Save **elephant-06** again.
 - Click the  icon to start the program.
(As the nose, i.e., the red part, of the **elephant** sprite touches the **butterfly** sprite, a **pop** sound is played and the butterfly sprite disappears. The counter **score** is increased by 1. The counter **life** also decreases its value by 1 whenever the **elephant** sprite was caught by the **wizard** sprite.)
 - Click the  icon to stop the program.



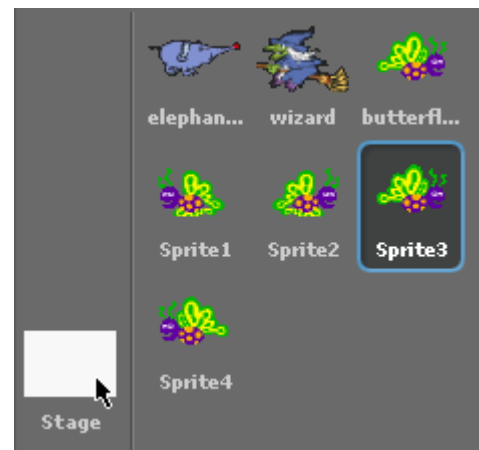
Stage 7: Adding More Butterflies

1. Save the project as **elephant-07**.
2. Right-click the **butterfly** sprite to make a duplicate of it.
3. Repeat similar procedures to make **four more** duplicates (i.e., a total of **5** butterflies).
4. Save **elephant-07** again.





Stage 8: Changing the Background

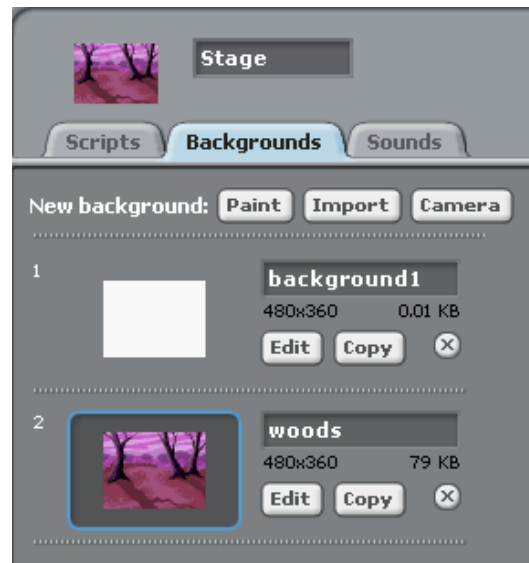
1. Save the project as **elephant-08**.
2. Click the **Stage** to select it.
3. Click the **Scripts** tab if necessary.
4. Modify the scripts for the stage.



Note:

- Click the **Sounds** tab and import the **Screech** sound from the **Electronic** folder.

5. Click the **Backgrounds** tab.
6. Click the **Import** button to import the **woods** image from the **Nature** folder as the background.
7. Save **elephant-08** again.
8. Click the  icon to start the program.
(The program stops when the value of **life** drops from 3 to 0. **Enjoy!!!**)
9. Click the  icon to stop the program.



Further Discussions:

1. Suggest how to increase the difficulty of the game.

2. Suggest some improvements for the game.
