

Are you hungry yet ?

1 The cat can now throw and hopefully catch his boomerang. But he needs something to throw it at. I'm hungry. How about you ?

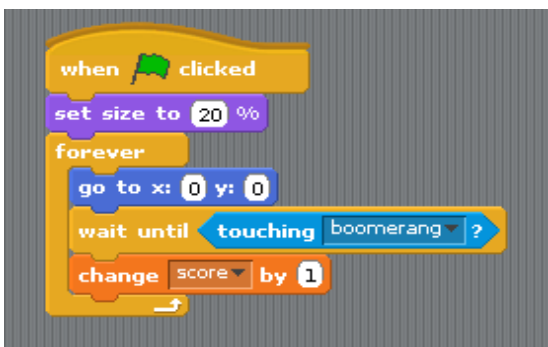
That's it – How about food. The cat can hunt for food.

Add a sprite. This time, use the middle icon with the folder in front of it so we use a ready done picture.



Select the 'things folder' and pick bananas.

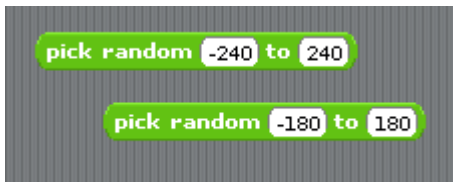
2 We need some code to make the bananas work. Don't worry – it is not as big as the last piece of code.



The main bit here is a loop. This jumps to a location 'x : 0 and y : 0', it waits there until it is touched by the boomerang and then it increases the score by 1 and jumps away again.

3 This would be a little on the easy side. The banana is always at location 0,0 – that is the middle of the screen. Let's pick two random numbers. One for how far left/right it is and one for how far up/down it is.

You will find the green command under the operations button.



The first number is how far left and right you are. -240 is over on the left hand side and 240 is over on the right. 0 is right in the middle.

The second number is how far up or down you are. This number only goes from -180 to 180 as the screen is wider than it is tall.

4 Put the two green random numbers into the X: and Y: locations.

If you hover the left hand side of the green bit just over the hole it goes white when it is just right to drop in.

