Does the cat like rain ?

1 Cats generally do not like rain. Let's start the rain falling and see what happens.

*** Click on the rain drop ***

You need to do this so the code goes into that, and not into the cat.

Add this code :
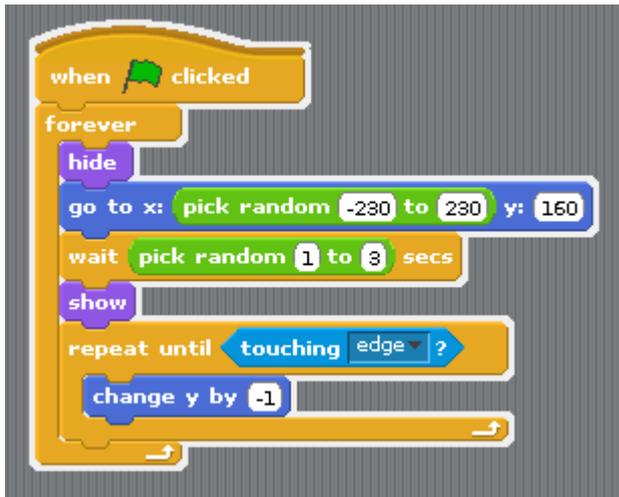
The 'show' and 'hide' commands are in the looks button area.

The green 'pick random' command (which you can find in Operations) picks a random number. This is a bit like saying to someone pick a number between 1 and 10.

Random numbers are very important in games. We are using the top one to say where the falling rain drop will be on the top of the screen. It will be somewhere between -230 which is the very left hand side, and 230 which is the right hand side.

The other Random number is just a little delay (between 1 and 3 seconds) so you do not know exactly when the rain drop will start to fall.

When it does start to fall, it drops down until it touches the bottom edge.
This new command 'touching' is in the Sensing button area. It will probably be blank, so drag it out like that and then click on the little arrow and pick 'edge'

and the last bit 'change Y' makes the rain drop move downwards.

Saving would be a good idea once you have got this bit of code done.

Press the green flag and see if it works.

2 It does work – but it is a bit slow and doesn't really do much (yet).

Let's add a bit more onto the code. This is a change to the existing code :
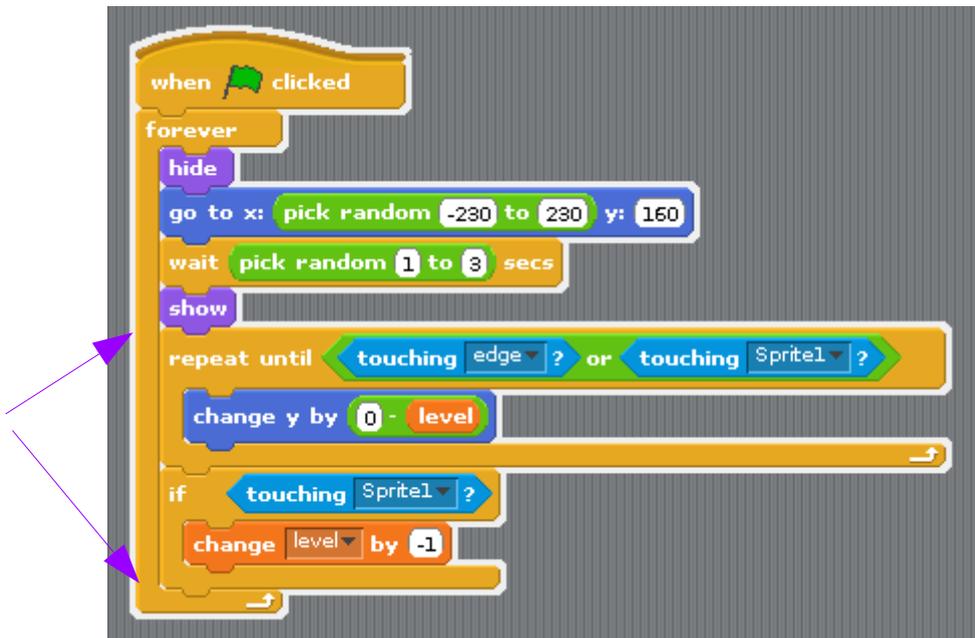
The two arrows show the section that has changed.

We will start by taking the 'touching edge' bit out and putting in a green command 'or'. This allows you to check two things at the same time and react if either of them happens. When you have the little 'or' command in place, drop the 'touching edge' into the first box – it will expand up so it is big enough. After that, add another sensing command 'touching sprite1' into the other box.

The 'Change Y' command also needs some work. Go to the green operations button area again. This time find the 'minus' command. This is a green command with a minus sign in the middle. Put that into the box where you had '-1'. Change the first side to '0' and the other side you put in 'level'. You will find this in variables (or data)

Now finish off the last section and we are ready to move onto the next sheet