

# Shark feeding time!

## 1 Feed the shark with fish.

Continue work inside the “Repeat until” cycle.

You now need to investigate and program what happens when the fish touches the shark (This is when the shark eats the fish!).

So start with an “if” statement from “Control” and drag it under the line “move 3 steps”. In this statement we are checking the event when the fish touches the Shark (sprite1). So from “sensing” we need a “touching ..?” line. Select “sprite1” from the drop down list.



Now we need something where we can keep count the scores.

We have a container called Variable! Create a “Variable” and name it “Eaten”.

If the fish had been eaten by the shark increase the score by 1.

Drag the “Change Eaten by 1” line and put it into the “If” statement.

Now will also broadcast that the shark ate one fish.

From “control” drag a “broadcast .. and wait” line under the score increase.

If you click on the little down arrow on it you can type “Yummie”, so that will be the message what we are going to say out loud!

Than hide the fish. From “looks” grab the line “hide”.



Please do not forget to save your work!

If you saved try the game now!

What it does and what it does not do?

Let see how can we make it better. For example we will add more fish and will make the shark grow bigger after each fish!



Right click on "sprite2" and select duplicate.

Now you have 2 fish. Repeat until you get 5!



See you on the next page!