

Time to get some fish!

1 Create a new sprite.

Now create a new sprite. This will be a fish! Click on “Paint new sprite” than import “fish3” -or any fish you like :). Please shrink down the fish roughly 8-9 times, just enough to be smaller than the shark.

Now we will do some code!

What we will do now is set the fish into a random position on in the sea so you will have to go after the shark and eat it! If the fish will touch the edge of the screen it will go again to a new random position. Any time the shark eats a fish will get higher score and the shark will grow too!

Go to “Control” and drop a “when -green flag- clicked” line to the sprite2 scripts. Grab a “Forever” cycle. Now we need to set the fish into a random position. From “Motion” grab a “Go to x: y:” and from “Operators “ a “pick a random .. to ..” drop one to the “X:” coordinate and one to the “Y:” coordinate too. Set the “X” coordinates to “-230 to 230” and the “Y” coordinates to “-170 to 170”.



If you see this drag under the blue line “show” from “looks”. This will ensure the fish is shown at the beginning of the program.

Now you will need a “Repeat until” cycle from “Control”. Then “touching..?” from “sensing”. Insert this into the field after the “repeat until”. Select “edge”. This routine will run until the fish not touching the screen’s edge.



Get the fish move!

Grab “move 10 steps” from motion and place it inside the “repeat until” cycle. If you try it now the fish will move very quick. Change the value to 3, try again. Is it slower? Good!

Your code should look like this now..



This is getting better.... but your you need to make the shark eat the fish!

See you on the next card!