

Make the shark grow!

1 Well fed shark is a growing shark!

Go back to the shark's script.

We will need two event check.

First when the program starts need to make sure the score is "0" the sharks costume is right and the shark is smaller -so will have space to grow-!

From "control" drag a "when green flag clicked" than from "variables" you will need a "set eaten to 0" line under the green flag. Than set the shark's costume to "costume1" and set the costume's size to 70%.



Now the program need to handle the "Yummie" broadcasting event. (when the shark ate a fish)

From "Control" drag a "when I receive Yummie" event.

Make the shark costume change for 0.3 second.



Make the shark grow. Change the costume size by 10.

Than switch back to "costume1"

Save your work and try the game!

Hope you are enjoying it! Only a small part is left before you can make this program even better with your own ideas.

We will not allow now to the shark to grow out of the screen.

Still under the same event drag an “if” routine.

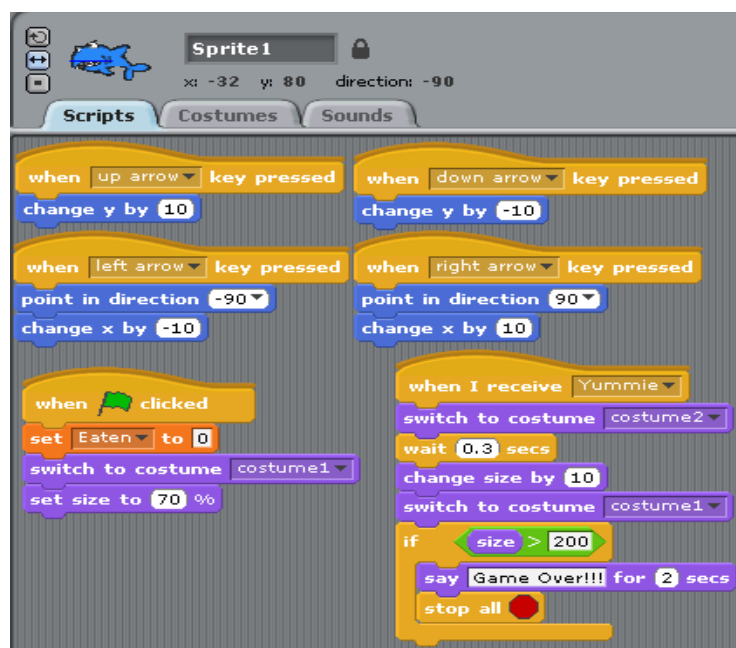
With this the program will check the size of the shark and if its bigger than the number is set the program will finish.

From “operators” drag a “>” line and insert it after the “if”.

For left side of the “>” insert “size” from “looks” and to the right side type “200”. This means I the shark`s size will be bigger than 200% whatever is in the “if” statement it will happen.

Let say the shark will say “Game over!!!” for 2 sec.

Grab “say ... for 2 sec” line from “looks” than “Stop all” from “control” under.



Save the game and enjoy!

Does this make you a Coder Dojo Ninja? NO!

Have a look on the next card!