



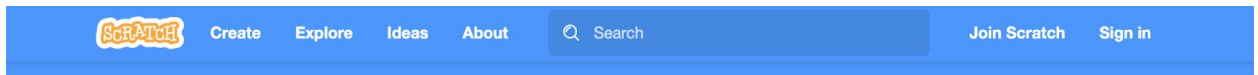
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## Creating an Adventure Game in Scratch

### Step 1: Log into your scratch accounts -

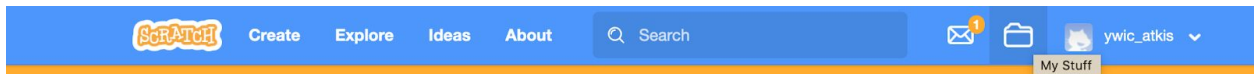
1. Go to <https://scratch.mit.edu>.



2. Click on "Sign in" on the top header-menu.
3. Enter your username and password.

### Step 2: Create a new Project -

- Create a New Project
  - a. Click on "Create" on the top header-menu



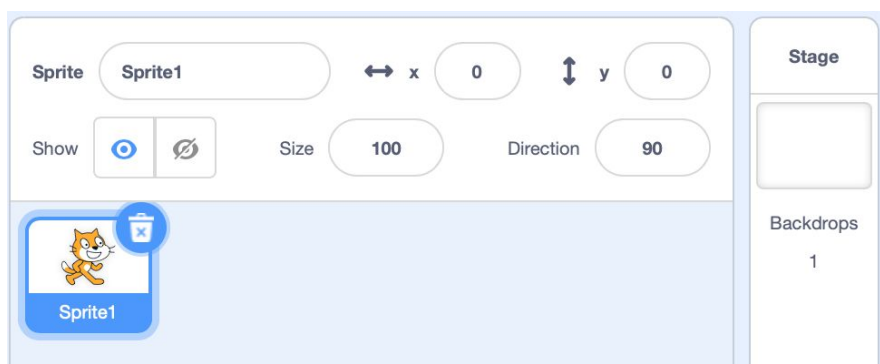
- b. On the top of the screen is a bar where you can enter the name of your game.



Change the name to "Adventure Game"

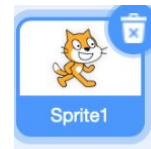
### Step 4: Add a Sprite -

1. On the bottom-right section of your scratch screen, you should see the following -

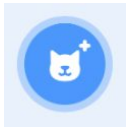




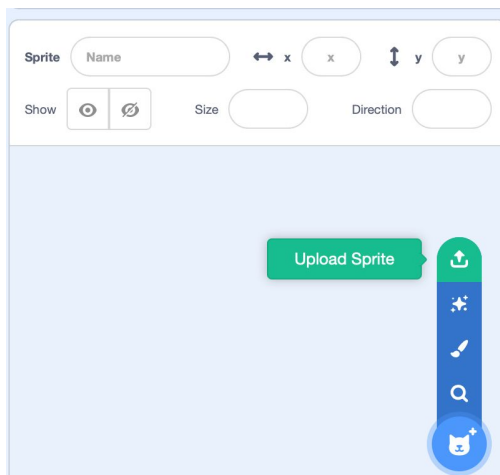
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2. Click on the little trash icon on the corner of the cat sprite.



3. Hover your mouse on the “ ” icon on the bottom right corner of your screen.



4. You have the option to upload a sprite or you could search for a sprite in the sprite library by clicking on the magnifying glass. The library will give you a bunch of options for sprites. I decided to go with the witch.



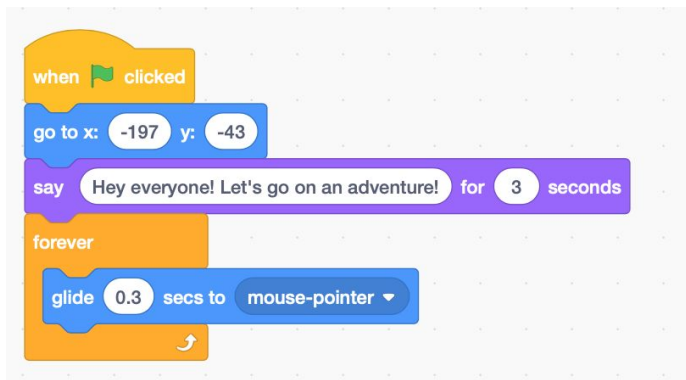


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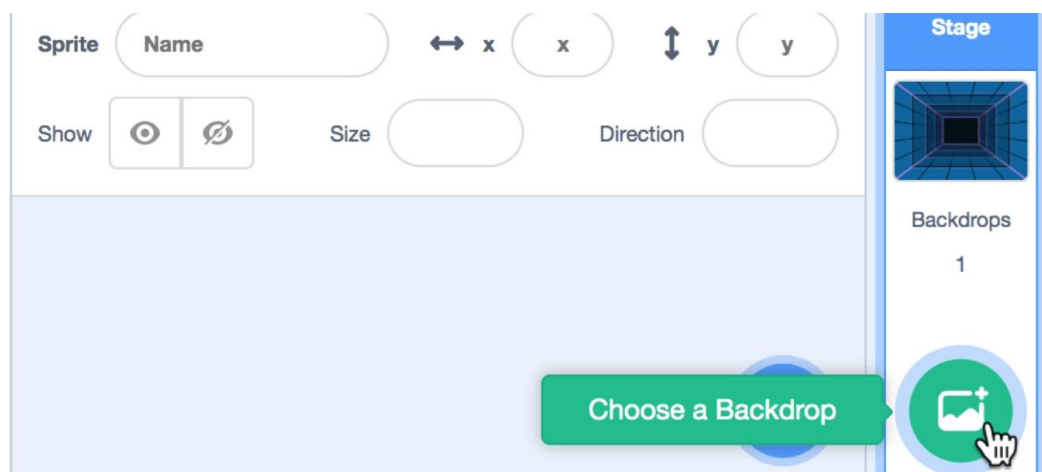
### Step 5: Coding your Character Sprite -

1. This is what your code should look like for your character (witch) sprite.



### Step 6: Choose a Backdrop

1. Press the "Choose a Backdrop" button on the bottom right of the screen. I went with a castle backdrop cause it was cool!

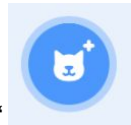


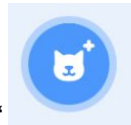


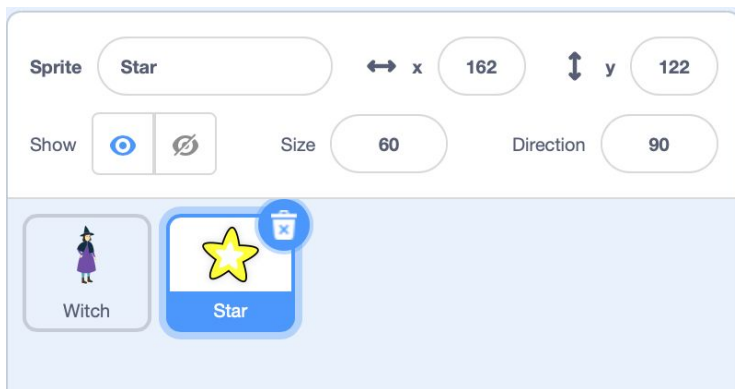
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### Step 7: Choose another sprite (this is what the character sprite is supposed to collect)

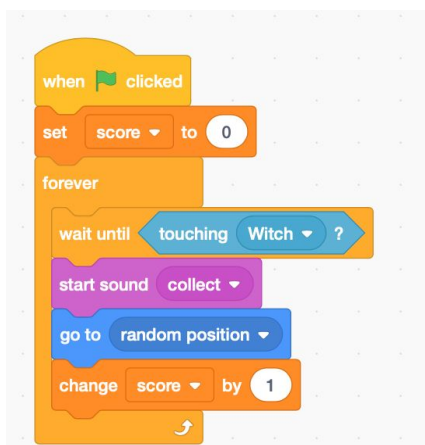


1. Click on the “” icon on the bottom right corner of your screen.
2. Pick a sprite. I decided to select the star sprite. Change the size to 60.



### Code for the sprite

1. Under the Variables, create a new variable and call it “score”. This will store your score for the game.



This is the code for the star sprite.



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## Step 8: Adding a new level


### Choose a Backdrop

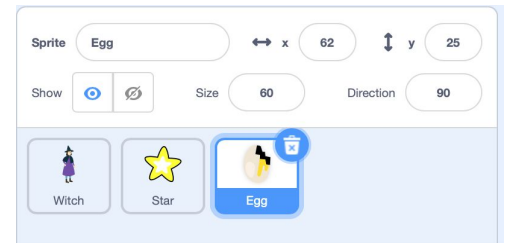
1. Press the “Choose a Backdrop” button on the bottom right of the screen.
2. Select a new backdrop. I selected the “Pathway” backdrop.

### Select a new sprite (this is what the character sprite is NOT supposed to touch)

*If the character touches this sprite, you lose...*



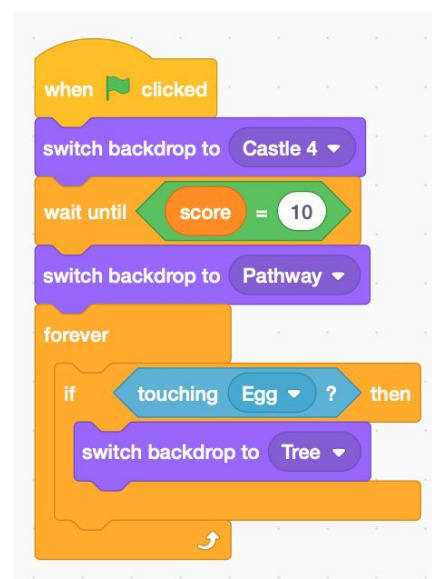
1. Click on the “” icon on the bottom right corner of your screen.
2. Pick a sprite. I decided to select the egg sprite. Change the size to 60.



### Add code for the egg sprite



### Add more code for the character sprite





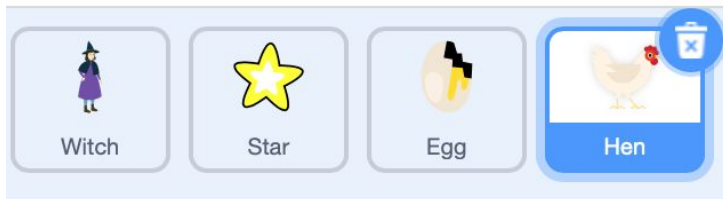
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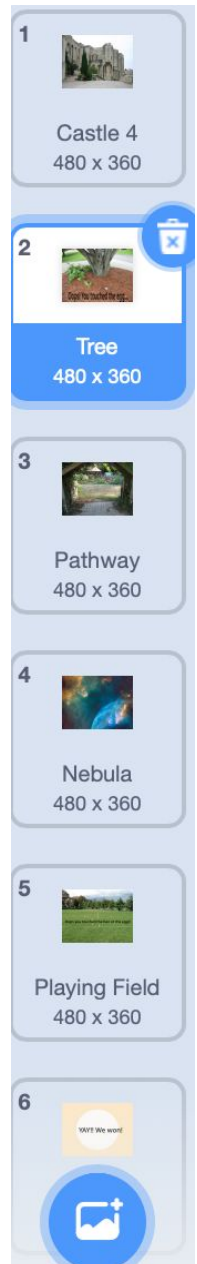
**My code:**

I decided to make the game with 3 levels. If you collect 10 stars, it takes you to Level 2, where we collect stars but avoid touching the egg. If we collect 20 stars, it takes you to Level 3, where we need to avoid touching the egg and the hen. You win once you collect 30 stars.

**Here are the sprites I use -**



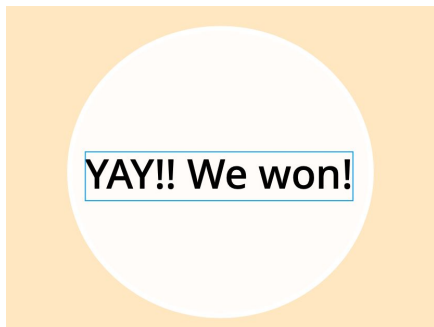
**The backgrounds ->**



**I added error messages in the Tree and Playing Field backdrop**



**I added a "You won" message to the last backdrop**



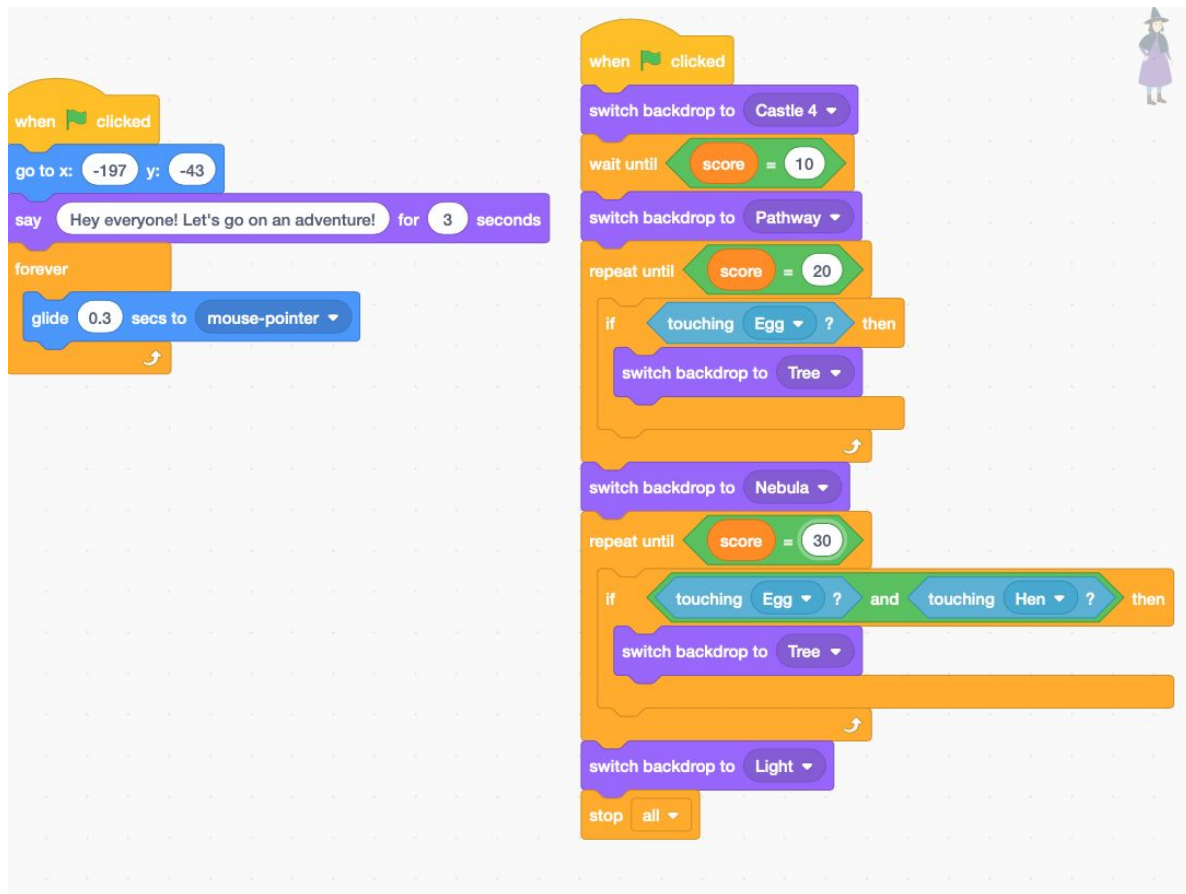


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Here's the code for each of the sprites -

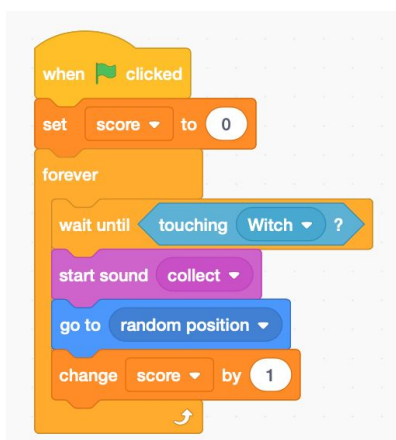
### WITCH CODE



```
when clicked
  go to x: -197 y: -43
  say Hey everyone! Let's go on an adventure! for 3 seconds
  forever
    glide 0.3 secs to mouse-pointer

when clicked
  switch backdrop to Castle 4
  wait until score = 10
  switch backdrop to Pathway
  repeat until score = 20
  if touching Egg ? then
    switch backdrop to Tree
  switch backdrop to Nebula
  repeat until score = 30
  if touching Egg ? and touching Hen ? then
    switch backdrop to Tree
  switch backdrop to Light
  stop all
```

### STAR CODE



```
when clicked
  set score to 0
  forever
    wait until touching Witch ?
    start sound collect
    go to random position
    change score by 1
```



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### EGG CODE

```
when clicked
hide
wait until score = 10
show
forever
  if touching Witch ? then
    start sound pop
    stop all
```

### HEN CODE

```
when clicked
hide
wait until score = 20
show
forever
  if touching Witch ? then
    start sound bird
    switch backdrop to Playing Field
    stop all
```

### Optional

You can add many more levels and let your creativity flow! :) You could also add some sort of story line!