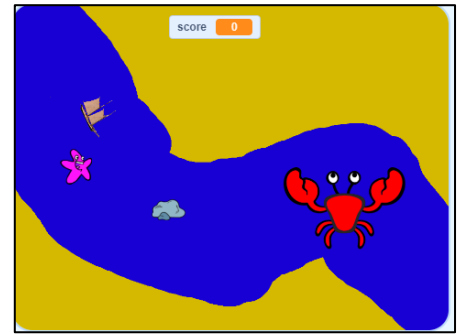


# River Run

Today let's code a game where the player controls a boat on the river. Try and catch as many starfish as you can. But watch out for the rocks and the giant carb monster!

## Game Summary

The player boat always moves forward. The left and right arrow keys turn the boat. Try and catch the starfish but avoid the dangers!



## Important Blocks



## Sprites



## Variables



## Player Algorithm

### Repeat Forever:

- |                                 |   |
|---------------------------------|---|
| 1. Move 1 Step                  |   |
| 2. If Left Arrow Pressed, then  | Turn Left 3 degrees                     |
| 3. If Right Arrow Pressed, then | Turn Right 3 degrees                    |
| 4. If Space Pressed, then       | Stop (wait until Space Key NOT pressed) |
| 5. If Touching Ground, then     | Broadcast GameOver                      |

## Star Fish Algorithm

### Repeat Forever:

- Show
- Wait Until Touching Sailboat
- Get a point
- Hide
- Move to new location.

## Crab Algorithm

### Green Flag

- Wait Until Touching Sailboat
- Broadcast Game Over


### Repeat Forever:

- Show
- Wait 2 Seconds
- Hide
- Wait 6 Seconds

## Rock Algorithm

### Green Flag


- Wait Until Touching Sailboat
- Broadcast Game Over



Sailboat

```


when clicked
  set size to 20 %
  point in direction 90
  go to x: -200 y: 150
  wait 1 seconds
  forever
    move 1 steps
    if key left arrow pressed? then
      turn 3 degrees
    if key right arrow pressed? then
      turn 3 degrees
    if key space pressed? then
      wait until not key space pressed?
    if touching color yellow? then
      broadcast game over
  
```



Starfish

```


when clicked
  set size to 30 %
  go to x: -170 y: 0
  set score to 0
  forever
    show
    wait until touching Sailboat ?
    hide
    start sound Collect
    change score by 5
    if x position = -170 then
      go to x: 200 y: -100
    else
      go to x: -170 y: 0
  
```



Rocks

```

when clicked
  set size to 30 %
  wait until touching Sailboat ?
  broadcast game over
  
```



Crab

```

when clicked
  wait until touching Sailboat ?
  broadcast game over

when clicked
  forever
    show
    wait 2 seconds
    hide
    wait 6 seconds
  
```



Game Over

```

when I receive game over
  show
  stop all
  
```