

Advanced Apple Snackers Challenge!

Today you'll make the Advanced Apple Snackers challenge game!
You're challenged to create a similar game. But don't stop, keep adding your own ideas and make it better!

Objective: Eat the apples before the mouse does!



Demo

Check out the game and see how to play it: <https://codinglab.jp/apples/>

Requirements

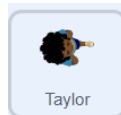
You must use the following in your version of the game:

- At least, 2 My Blocks
- At least, 1 Variables
- At least, 2 broadcast messages

Sprite Algorithms

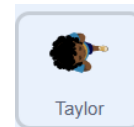
Player Sprite (Taylor)

- Create a My Block (Function) – `sprite_walk()`
 - **inputs:** direction
 - **Point in Direction** (direction)
 - **Move Forward**
 - **Broadcast** Animate (to change costumes)
- Moving Sprite
 - Forever: If key arrow pressed, call `sprite_walk` (direction).
For example, **if right arrow key pressed**,

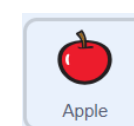


sprite_walk 90

My Blocks



define sprite_walk direction



define catch_apple points

Food Sprite (Apple)

- Create a My Block (Function) – `catch_apple()`
 - **inputs:** points
 - change **apples** variable by points
 - if points > 0, increase **mouse_speed** variable
else, decrease **mouse_speed** variable
 - if points < -5, **broadcast** game over
- Forever, **if touching Player**, get 1 point.
- Forever, **if touching Mouse**, lose 1 point.



catch_apple 1

catch_apple -1

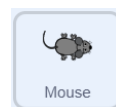
Broadcast Messages

broadcast animate ▾

broadcast game_over ▾ and wait

Enemy Sprite (Mouse)

- Forever, **point towards Apple**
- Forever, **move (mouse_speed) steps**.
- Forever, change costumes



Variables

Make a Variable

☒ apples

☐ mouse_speed

Extra Challenges

- Add more sounds, enemy sprites, food sprites, levels
- Get creative and code your own ideas!