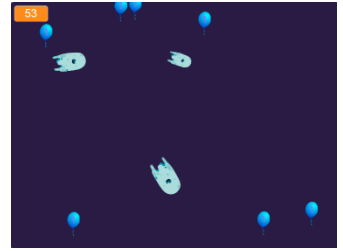


# Advanced Balloon Clicker Challenge!

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



## Demo

Check out the game and see how to play it: <https://codinglab.jp/balloon2/>

## Requirements

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

- Clones
- At least, 1 My Blocks
- At least, 2 Variables

## Game Rules:

**Objective:** Collect as many balloons as possible and avoid the bad guys (Ghost).

### Balloons:

- Create a new Blue ballon every 4 seconds.
- New balloons start at a random position.
- When player clicks a balloon:
  - Create a new ballon with a random costume.
  - The clicked balloon will change to a blue costume.
- Balloons disappear after a short time:
  - Blue, 4 seconds
  - Yellow, 3 seconds
  - Purple, 2 seconds

### Score:

- Different colored ballons are worth different points. (Hint: balloon costumes.)
  - Blue = 1, Yellow = 2, Purple = 3

### Ghost

- A new Ghost appears every 10 points.
  - Hint: The Score can increase by more than 1, so player might jump to 11 and never have 10 points.
- Ghosts start small (25%).
- Each new ghost grows by 5%.
- Each new ghost starts at a random position.
- Ghosts move in random directions, if on edge, bounce!
- Ghosts show and hide for random intervals.
- If the player clicks the ghost, it is GAME OVER! Show a game over message and stop everything!

## Extra Challenges

- Play background music while playing the game.
- Play sound when game is over.
- Add different types of bad guys.
- Get points every second, even if you don't click.
- Add a shop to spend points and get more upgrades.
- Code your own ideas!