**Scenario 12 – Catching healthy food**

1. Open the program *Catching healthy food*: <https://snap.berkeley.edu/project?user=mateja&project=C4G12_Catching%20healthy%20food%20-%20Part>.

A bakground and a sprite (Girl) is alerady given. You will create a game, where healthy (+1 point) and unhealthy (-1 point) food will fall from the top. The player will have to click on the healthy food and collect a certain number of points. The girl will tell the initial instructions and then she will hide. The instructions have to tell that the game continues by pressing the key »S«.

1. Add a food sprite. Choose one healthy sprite, eg. an *apple*.
   1. Write a code for apple's movement. Think about the direction of movement.
   2. To make a game more interesting, instead of *move 2 steps* use

/Users/mateja.bevcic/Downloads/Catching healthy food script pic (2).png.

1. Think: what will happen when the apple comes to the bottom of the screen?  
   What do the pictures below mean?
2. What do you need for counting points? Make it and set it properly (write a code on the girl sprite).
3. How will you realize that the apple moves constantly?  
   Hint: The game ends when the player reaches e.g. 5 points.
4. When girl talks at the beginning, we want that the apple stays hidden. When the girl reappears, the apple hides again.  
   Think: why do we have to hide an apple on *when the green flag clicked*?
5. What happens when we choose (click on) a healthy food – an apple? Think and write the code.
6. The code for the apple is (almost) finished. Go back on writing the code for the girl.  
   The girl will reappear when the player reaches 5 points and say e.g. »Congratulations, ...«. The program must constantly check if the player has reached 5 points. How will you do this?  
   Check – what does this block /Users/mateja.bevcic/Downloads/Catching healthy food script pic (4).png do and where will you put it?

1. When the player will play the game again, he will already know that he can skip initial instructions by pressing the key »S«. This will cause confusion as the girl will still talk and the food will already fall.  
   You can prevent this by making a new variable (named e.g. *start*). At the beginning you set the *start*'s value to 0 (which means *food does not appear*). When the girl ends giving instructions, you set the *start*'s value to 1 (which means *food can appear*).

To make this work, you have to add a block of code to the sprite *apple*. What do you need to do?

1. In the last step you will duplicate the apple sprite few times to have more food. Change the sprite's costume so you will have healthy and unhealthy food (e.g. also a banana, a donut, a cake).

The codes of healthy and unhealthy food are different only in one thing. Which one?

[Additional tasks]

Add additional tasks according to your wishes or follow the tasks below:

* Change the game so that a bowl sprite is catching food.
* Add a new sprite (a bowl). Draw it, find it online or use attached picture/s of the bowl.
* Set the starting position of the bowl (e.g. at the bottom of the screen) and write a code for the bowl’s movement (left and right, if you want also up and down). Food sprites have to disappear and reappear at a random location by touching the bowl (and not on mouse-clicking the food as before).
* Change the rules – let the game end when a player scores 20 points (he wins) or when he picks up 3 unhealthy foods (he loses).
* Add more food sprites to make the game more interesting.
* Change the bowl costume when a player scores e.g. 5, 10, 15 points.