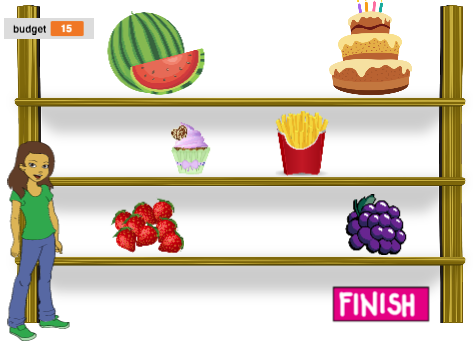
**Scenario 16 – Buying food for a picnic**

Instructions: Create a game where a player buys healthy and unhealthy products (food). The game should include:

* Initial instructions, given by a sprite (girl).
* The amount of money a player has at the beginning.
* Healthy and unhealthy products and a price for each product.
* When mouse pointer hovers a food product, the product’s price shows.
* When mouse pointer hovers a girl, she says how much money is still available.

1. Open a new project, select a background and a sprite (e.g. a girl). The girl gives initial instructions to the player.



1. You will need more variables. Think about why do you need next variables:
   1. *budget*,
   2. *healthy\_food*,
   3. *unhealthy\_food*,
   4. »*price\_of\_particular\_food*« - you can add this later, when you will know which food products will you have.

Set a starting value for each variable.

1. Add a food sprite, e.g. a watermelon.
   1. The watermelon shows at the beginning. Set a price for this product.
   2. When mouse pointer hovers the watermelon, the watermelon says its price. E.g. Watermelon costs 4 EUR.
   3. What happens when you click on the watermelon (and you want to buy it)?

Think:

* + 1. In which case can the player buy the watermelon and in which case he can not buy it?
    2. What happens with the variable *budget*, if the player buys the watermelon?
    3. How can we count the bought products?
    4. What happens with watermelon?

1. You can duplicate the watermelon and change its costume, so you will have more products on the shelf.

How will the watermelon and e.g. the cake code differ?

1. Create a sprite to end shopping (e.g. FINISH).

Clicking on this sprite, the sprite broadcasts a message for finishing with shopping.

1. The girl says e.g. *You chose 2 healthy and 3 unhealthy products!*
2. Add a code which will, when mouse pointer hovers a girl, say how much money is still available.

[Additional tasks]

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

* Change the game so you can buy each food 3 times.
* Give more money to the player at the beginning.
* At the end the girl tells also how many products you bought. E.g. “You bought 2x watermelon, 1x grapes, 2x fries”.