**Scenario 14 – Improve the Climate**

The air has been heavily polluted by the industry and needs to be cleaned. Program the game so that the player will improve the air by planting trees.

1. First **you have to open** *Improve the Climate* **program**. It contains template of backgrounds (industry and grass) and sprites (a pencil, a pine, an oak and sprite named clear).
2. Next you have to program that **the pencil will be positioned in the middle of screen** and that **the industry will be in the background** when the green flag is clicked.
3. Now you have to add the code that **the pencil will draw a pine** when the player clicks it.

The following note:

* When the pine is clicked, **it sends a message** to the pencil to draw the pine.

*TIP: Help yourself with the blocks  and .*

* **The pencil draws a pine** – you have to draw a green triangle and below it a brown square. You will need maths skills here.



*TIP: Use the blocks in the Pencil tab.*

* Once the pine is drawn, you have to **lift the pencil** and **place it in a random position**.

1. Next you have **to add the code for drawing oak** in the same way as in Task 3. When the player clicks in the sprite named oak, it is drawn to the screen. You have to draw an oak as a green circle and a trunk as a brown square. You will also need math skills here.



*TIp: Help yourself with the steps in Task 3.*

1. Next you have to add the code that **all the drawn trees are deleted when the player clicks on the *Clear sprite***.

The following note:

* When the *Clear sprite* is clicked with the mouse, it sends a message to clear all trees.

*TIP: Help yourself with blocks from TASK 3.*

* When the Pencil sprite receives a message, it deletes all drawn trees.

*TIP: Help yourself with blocks  and .*

1. Next you have to add **a new variable named *Clean Air*** and add the code that the player will earn **2 points for each drawn pine** **and 3 points for each drawn oak** (the oak contributes more to the purity of the air than the pine). When the player reaches a certain points (eg 10), the air is no longer polluted.

The following note:

* At the beginning of the game, **the *Clear Air* variable must be set to 0**.

*TIP: Help yourself with block .*

* Each time the *Pencil* sprite receives a message for drawing pine, **the *Clear Air* variable must change by 2**.

*TIP: Help yourself with block .*

* Each time the *Pencil* sprite receives a message for drawing oak, **the *Clear Air* variable must change by 3.**

*TIP: Help yourself with the block above.*

* When the *Clean Air* variable is greater than e.g. 10, the *Pencil* sprite sends a message to background **to turn it into grass**. At that point the air is not polluted anymore.

*TIP: Help yourself with blocks , /Users/tadejanemanic/Downloads/Onesnaževanje zraka script pic (7).png, .*

**[ADDITIONAL TASK]**

You can upgrade the game by adding animals that they appear when the air is not polluted anymore.

WHEN YOU FINISH, **SAVE** THE PROGRAM!

Improve the Climate: <https://snap.berkeley.edu/project?user=tadeja&project=Improve%20the%20climate>