

Scratch 'Ghostbusters / Alienbusters' for Scratch 1.4

Based on [RPF 'Ghostbusters'](#) for Scratch 3

- Suitable backdrop
 - Click stage
 - Click backgrounds
 - Click import
 - Click Nature
 - moon is a good one, pick what you'd like
 - *Might not load jpg's, try stars or underwater
 - Delete the blank one
- Get rid of Scratch Cat
 - Right click on the sprite
 - Delete
- New sprite
 - Click new sprite from file
 - Click on Fantasy
 - Pick one that looks like a funny alien
 - Name your sprite alien_1
- Want the alien to go to different random places
 - Add when green flag clicked
 - Add go to x y
 - In each add pick random number - *explain "pick random"*
 - X = -240 to 240
 - Y = -180 to 180
 - "It works once...but we want it to happen over and over, get the computer to do this with a loop"
 - Add a forever loop



- Now its moving too fast, won't be able to click on it!

- Add wait 1 second
- Change the timings to suit!



- Need the alien to appear and disappear
 - Add hide before the wait
 - "Oh no, my alien has disappeared!"
 - Need a show block after the go to x y
 - "That should work now right.....oh no!"



- Need a pause before the alien hides again
 - Add wait after the show
 - "That's more like it, but we can guess when the alien is going to appear, lets make it random"
 - Add pick random to last wait block, 1-2 seconds, change to suit



- Alien is too big
 - "Alien is quite big, quite easy to splat it! Lets make it more difficult by changing the size"
 - Add set size above the hide
 - Add in random 50 to 100

```

when green flag clicked
  forever loop
    set size to pick random 50 to 100 %
    hide
    wait 1 secs
    go to x: pick random -240 to 240 y: pick random -180 to 180
    show
    wait pick random 1 to 2 secs
  
```

- Need to track how many times we click

- “So now we’ve got our alien working the way we want, now we need a way to keep score!”
- “Going to use something called a variable” - *explain variables*
- Click variables, make variable, for all sprites, scorename score
- “See score is at the top and is 0, that means nothing has been put in the variable”
- “Now we need the score to change when the click on / splat the alien”
- Add when robot clicked block
- “We need the computer to add 1 to the score every time we click”
- Add change score by 1
- Add hide before change score

```

when green flag clicked
  forever loop
    set size to pick random 50 to 100 %
    hide
    wait 1 secs
    go to x: pick random -240 to 240 y: pick random -180 to 180
    show
    wait pick random 1 to 2 secs
  
```

```

when alien_1 clicked
  hide
  change score by 1
  
```

- Need to add a timer

- “Games like this need a time otherwise they never end, click on stage this time”
- Create a new variable and call it time
- Add when green flag clicked
- *Explain difference between ‘change’ and ‘set’*

- Add set time to 10
- “Now we need the timer to count down”
- *Explain repeat until and time = 0*
- Add repeat until time = 0
- Add change time by -1
- “Oh no, time went too fast!”
- Add wait 1 second before change time
- “At the end of the script, we want everything to stop”
- Add stop all after the loop
- “Score keeps getting higher, need that to reset!”
- Add set score to 0 after green flag



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- Need to duplicate and change the sprite
 - “We want another alien but don’t want to rewrite all the code”
 - Right click sprite
 - Duplicate
 - Show all the code is still there
 - Give a new name
 - Change costume
- Other things they can do
 - **If the game is too hard can you slow it down**
 - **Stop the alien appearing in space (max y value 90)**
 - **Keep a score for each alien?**
 - **Game over screen?**
 - **Change alien costume when clicked?**