

How to Make a Scratch Game

1. Game design.

Choose a story, context or objective

Player character

What is character trying to do?

What is character trying to catch / avoid?

How do you win?

2. Artwork.

a. Make a sprite with a costume for the player character

(and a second costume if you're going to animate the player)

b. Make a background on the stage that fits the context of the game.

3. User interface.

a. Write scripts for the player sprite that allows the user to move the player.

In this version, the player moves steps in a specific direction each time an arrow key is pressed.



Make a script for each arrow key.

b. Set the sprite rotation (see top of center screen where sprite attributes are given) to match your game context.



c. To animate your player sprite change your move script like this:



4. Conditional statements

- a. Create a new sprite for the player sprite to either chase or avoid.
Write a script for this new goal sprite that sets it in motion when the game begins,



or sends it to random locations:



- b. In your player sprite's script area, write a script with a conditional statement, "if", that tells the program what to do if the two sprites come in contact.



5. Variables

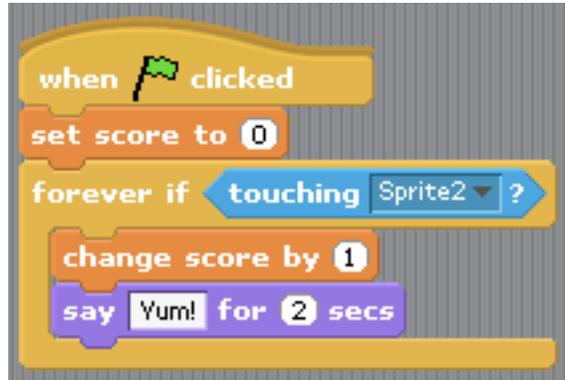
- a. Score

Create a variable called "score."

In the player's script space, revise the "if touching" script so that it keeps score.



Set the score to zero, then have the script continually check to see if the player sprite is touching the goal sprite.
If they are touching, add to the score.



The points will continue adding/ subtracting as long as the sprites are touching, so you need to include a way for them to separate right away. One way to do this is to tell the 'goal' sprite to jump away after its been caught. Add a conditional to the 'goal sprite script':



To set a limit to the score, add a conditional statement to the player script (inside the forever) with what happens when the game ends.

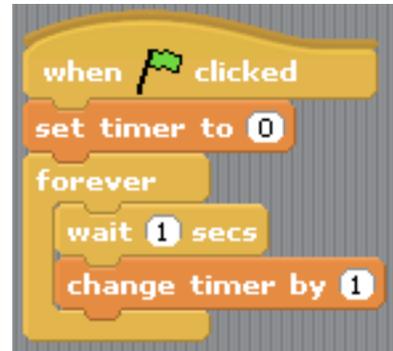


b. Time

Create a variable called "timer."

In the background work space (the stage), write a script that starts when the game starts (use the green flag block) Set the *timer* to zero.

Inside a "forever", add "wait 1" and "change timer by 1"



To set a limit to the time, add a conditional statement to the background script (inside the forever) with what happens when the game ends,



for example switching to a “you win” background. You will need to set the beginning background costume at the beginning of the game, then switch it to the “game over” background” when the time ends.

