

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 avoid?

How do you win?

2. Artwork.

a. Make a sprite with a costume for that character.

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

3. User interface.

a. Write scripts for that sprite that allow the user to move the character.

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



Make a script for each arrow key.

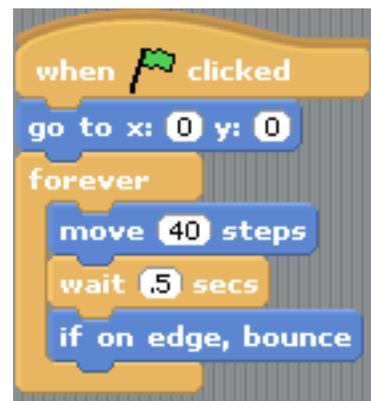
b. Set the sprite rotation (see top of center screen where sprite attributes are given) to match your game context.



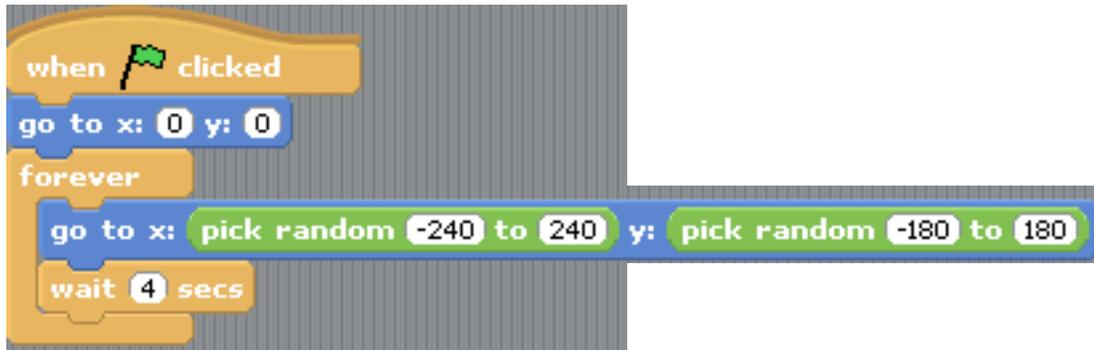
4. Conditional statements

a. Create a new sprite for the character to interact with, either to chase or avoid.

Write a script for this new sprite that sets it in motion when the game begins,



or sends it to random locations:



- b. In your character sprite's work 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 character's work 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 character sprite is touching the "goal" sprite."

If they are touching, add to the score.

The points will continue adding 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 send the character sprite to a new location once the touching happens.



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



b. Time

Create a variable called "timer."

In the background work space, write a script that starts when the game starts.

Set the time to zero.

Inside a "forever", add "wait 1" then add one to the timer.

To set a limit to the time, add to the script (inside the forever) a conditional statement 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.

