

Φύλλο Εργασίας Scratch: «Πιάσε τα Αυγά»

Στόχος

Να δημιουργήσεις ένα παιχνίδι όπου ο παίκτης κινεί ένα καλάθι και προσπαθεί να πιάσει τα αυγά που πέφτουν. Κάθε αυγό που πιάνεις δίνει έναν πόντο.

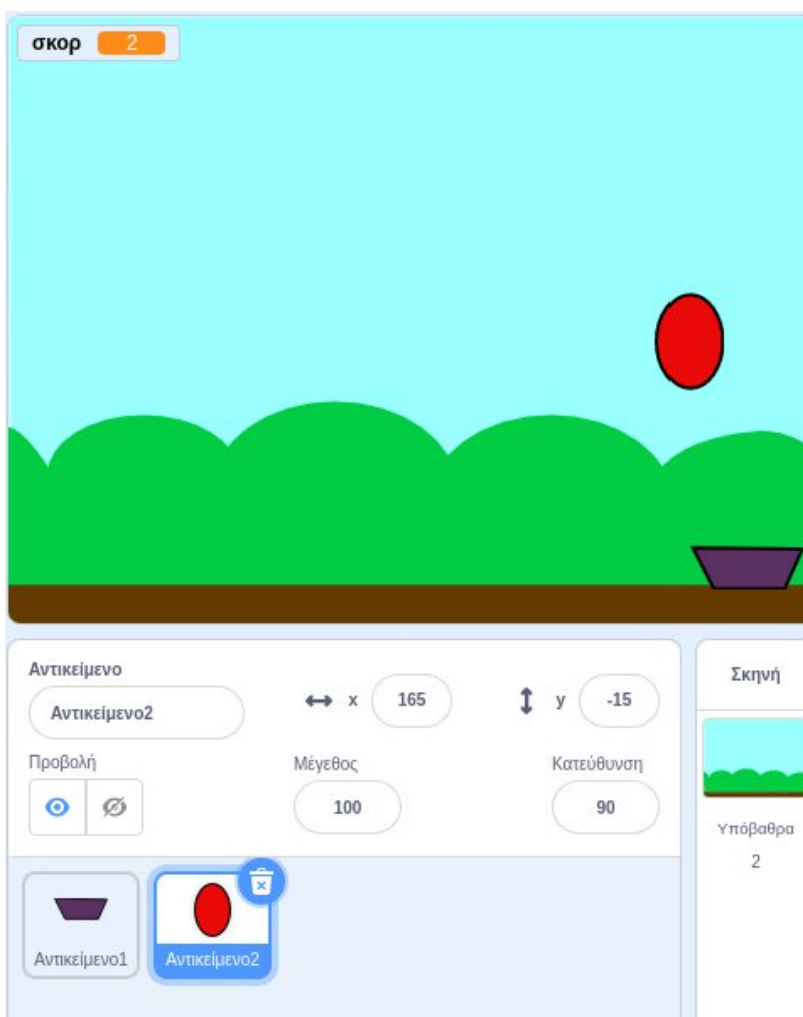
Βήμα 1: Δημιουργία Sprites

Καλάθι

- Ζωγράφισε ένα καλάθι.
- Τοποθέτησέ το στο κάτω μέρος της σκηνής.

Αυγό

- Ζωγράφισε ένα αυγό.
- Θα το κάνουμε να πέφτει από ψηλά.



Βήμα 2: Κίνηση του Καλαθιού

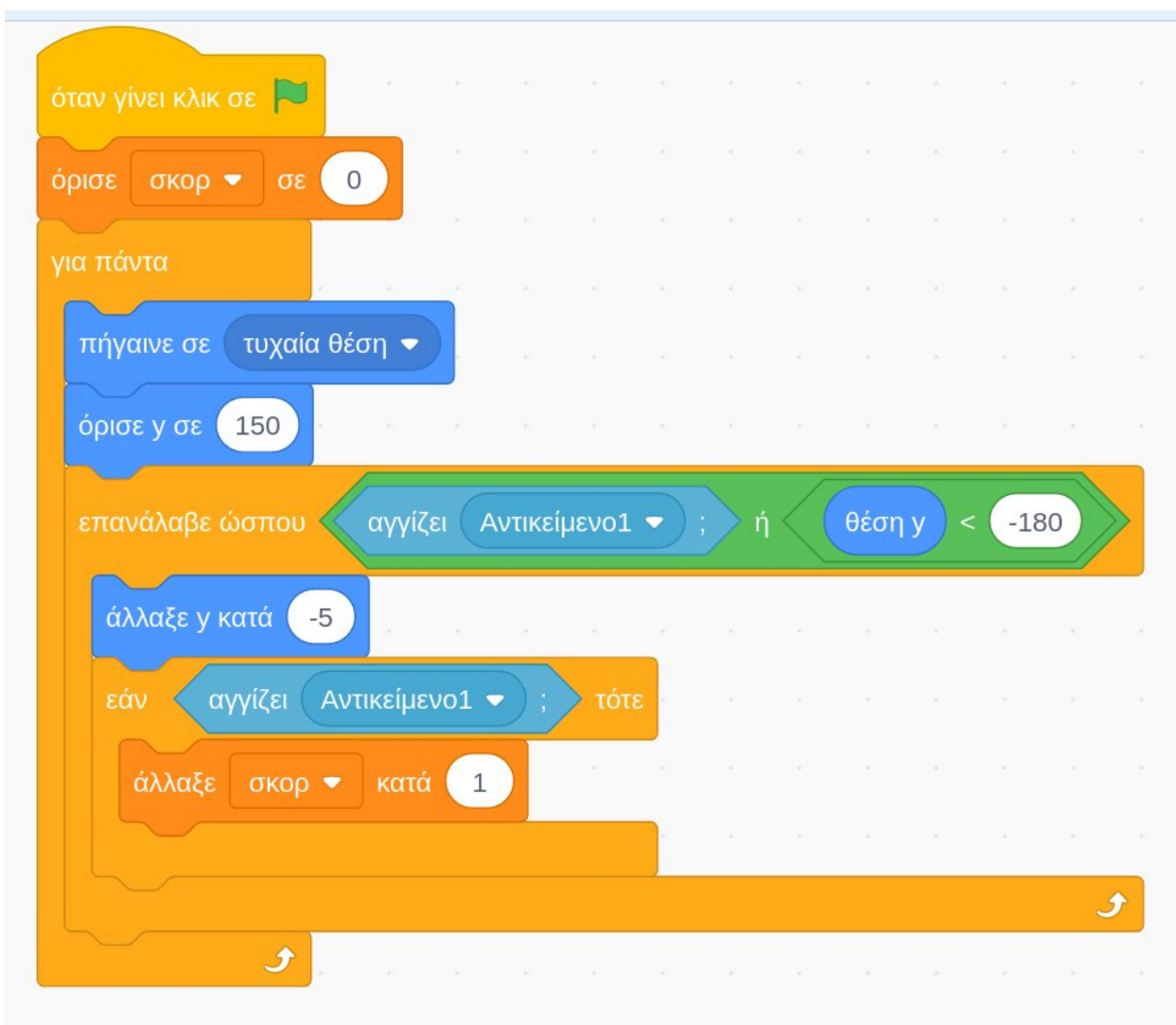
Στο sprite **Καλάθι** βάλε τον παρακάτω κώδικα:

The image shows a Scratch script for moving a basket. It starts with a yellow 'when green flag clicked' block. This is followed by a blue 'go to x: -202 y: -147' block. Then, there is an orange 'forever' loop. Inside the loop, there are two conditional blocks. The first is an orange 'if clicked arrow key: left arrow' block, followed by a blue 'change x by -10' block. The second is an orange 'if clicked arrow key: right arrow' block, followed by a blue 'change x by 10' block. The loop ends with a white arrow icon.

```
when green flag clicked
  go to x: -202 y: -147
  forever loop
    if clicked arrow key: left arrow
      change x by -10
    if clicked arrow key: right arrow
      change x by 10
```

Βήμα 3: Πτώση του Αυγού

Στο sprite αυγό βάλε τον παρακάτω κώδικα:



```
whenClicked:
  setScore to 0
  forever loop:
    goto random position
    set y to 150
    repeat until:
      touchesObject (Antikeimeno1) or (y position < -180)
      change y by -5
      if touchesObject (Antikeimeno1) then:
        changeScore by 1
```

The image shows a Scratch script for an egg sprite. It starts with a 'when clicked' event block. The first block is 'set score to 0'. This is followed by a 'forever loop' block. Inside the loop, the first block is 'go to random position'. The second block is 'set y to 150'. The third block is a 'repeat until' loop with two conditions: 'touches object Antikeimeno1' and 'y position < -180'. Inside this 'repeat until' loop, there are two blocks: 'change y by -5' and an 'if touches object Antikeimeno1 then' block. The 'if' block contains 'change score by 1'. The 'forever loop' block ends with a curved arrow at the bottom.