

Intro to Programming

Scratch #15b – Basketball Part II

Objective: Add a start screen to Basketball. Make an easier version of the game.

1. Login to the Scratch website. Continue adding features to the *first_last_scratch_15* project.
2. Add a Start Screen:
 - a. Create a backdrop that has directions for playing the game. Player 1 uses *a* key to move left, *d* key to move right, *w* key to move up and *v* key to shoot. Player 2 uses *left arrow* key to move left, *right arrow* key to move right, *up arrow* key to move up and *space* to shoot.
 - b. Add sprites for *Easy* and *Hard*. You've done this before.
 - c. Add variables EASY, HARD, and Difficulty Level.
 - d. The game starts when the user clicks *Easy* or *Hard*.
 - e. The *Player 1 Score* and *Player 2 Score* variables hide on the Start Screen.
3. The *Player 1 Score* and *Player 2 Score* variables show up when the game starts
4. Make an easier version of the game.
 - a. The game that you created in Scratch #15a is the Hard game.
 - b. In the Easy game, slow down the hoop so that it glides for 2.5 seconds instead of 1.5.
5. Always do *File->Save now* before you log out of the Scratch website.
6. Now do *File->Save to your computer*.
7. Turn in your *first_last_scratch_15.sb3* file to *missblomeyer.com* in the usual way.

Basketball

Player 1

Move Left- use a key
Move Right - use d key
Jump - use w key
Shoot - use v key

EASY

Player 2

Move Left - use left arrow
Move right - use right arrow
Jump - use up arrow
Shoot - use space

HARD