

Game Coding For the Win!

Today we will be using Scratch, a free visual programming language from MIT.

If you want to play your game at home or make more,

download Scratch here <https://scratch.mit.edu/download>

or

create and online account here: <https://scratch.mit.edu/> click Join Scratch

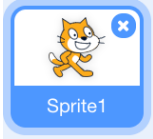


```
when green flag clicked
  forever loop
    repeat until mouse down?
      go to Sprite1
    point towards mouse-pointer
    repeat until touching edge?
      move 10 steps
```



```
when green flag clicked
  set score to 0
  forever loop
    if touching Basketball and not touching Sprite1 then
      change score by 2
      hide
      play sound Basketball Bounce until done
      go to x: pick random -240 to 240 y: pick random 0 to 180
      show
  when green flag clicked
    forever loop
      move 10 steps
      if on edge, bounce
      set rotation style don't rotate
```

Timer



```
when clicked
  set time to 30
  forever
    if time > 0 then
      wait 1 seconds
      change time by -1
```

```
when clicked
  wait until time = 0
  if score > 25 then
    say Good job! for 2 seconds
    say join You scored join score points! for 4 seconds
    say Click the Green Flag to play again. for 2 seconds
  else
    say Uh oh! for 2 seconds
    say join You scored join score points! for 4 seconds
    say Looks like you could use more practice. for 4 seconds
    say Click the Green Flag to play again. for 2 seconds
```



```
when clicked
  show
  set score to 0
  forever
    if touching Basketball ? and not touching Sprite1 ? then
      change score by 2
      hide
      play sound Basketball Bounce until done
      go to x: pick random -240 to 240 y: pick random 0 to 180
      show
      if time < 1 then
        hide
```