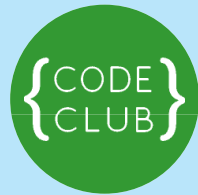


Level 2

Fish Chomp



NOTES FOR CLUB LEADERS

Introduction

We're going to make a Fish Chomp game! Guide the large Hungry Fish around and try to eat all the prey that are swimming around.

Skills

This project covers

- Moving sprites
- Controlling sprites with the mouse
- Changing costumes
- Collision detection
- Sprites reading other sprites' state
- Keeping and changing scores

Resources

This project uses resources found in the Scratch Backgrounds and Costumes folders **AND the hungry fish costumes can be found in the volunteers packs**

Scratch Cards required:

Animate it
Keep score
Timer
Follow the mouse

Basic exercises

- Step 1: Hungry Fish follows the mouse pointer
- Step 2: Add some prey
- Step 3: Hungry fish eats the prey

Challenges

1. Make the prey move differently
2. Make the prey avoid the hungry fish
3. Add a score
4. Add a countdown
5. Add a bonus score
6. Change the game: keep a prey alive!