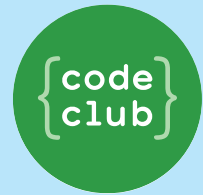


Level 2

Notes: Fruit Machine



Introduction

This is a simple game that has three sprites that change costume. You have to stop them when they're showing the same picture (like a fruit machine!).

Skills

This project covers

- Changing costumes
- Running a loop
- Stopping a loop on click

Resources

This project uses only standard Scratch images found within Scratch.

Scratch Cards required:

- Broadcast

Basic exercises

Step 1: Create a sprite that changes costumes

Step 2: Making the picture change

Step 3: Making it stop when we click on it

Step 4: Creating the other sprites

Challenges

- Make the game harder
- Make the game get harder and easier over time
- Detect when all the sprites have stopped on the same costume