

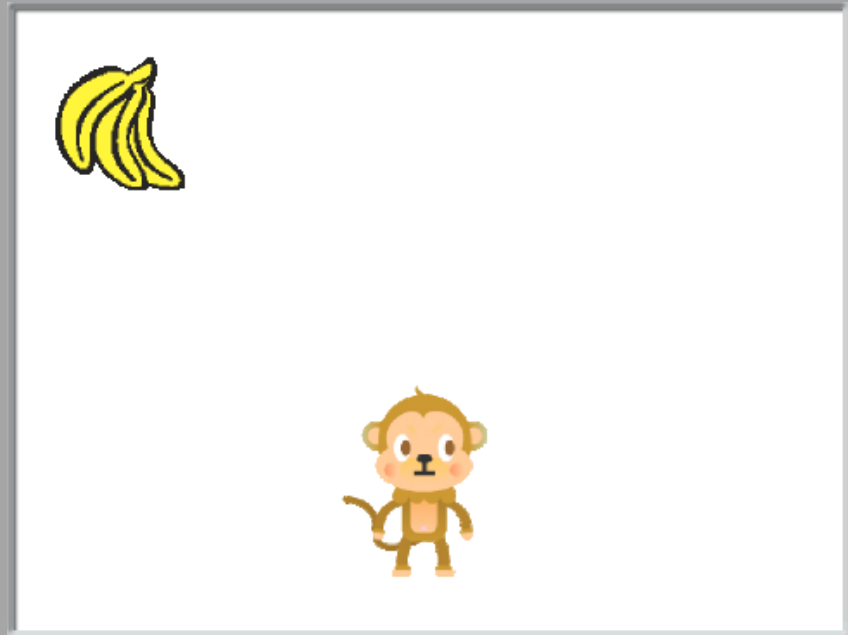


Monkey Catch Game

Scores and Lives

Add the sprites

Add the monkey and banana sprites to the stage and name them correctly.



Change the monkey sprite

- What will this code do?
- Add this to the monkey sprite and try it out.



Add this to the Banana Sprite

- What will this code do?
- Add this to the Banana sprite.
- Change the code so that the bananas are hidden to start with. It waits a random amount of time (between 1 and 5 seconds) before the banana is shown and then starts to fall.



```
when clicked
  go to x: -178 y: 113
  forever
    change y by -5
    if touching edge ?
      go to x: -178 y: 113
    if touching Monkey ?
      go to x: -178 y: 113
```

The image shows a Scratch script for a banana sprite. It begins with a 'when clicked' event block. The first block is 'go to x: -178 y: 113'. This is followed by a 'forever' loop containing three blocks: 'change y by -5', an 'if touching edge ?' block with a 'go to x: -178 y: 113' block as its true branch, and another 'if touching Monkey ?' block with a 'go to x: -178 y: 113' block as its true branch.

Alter the game...

- Add a variable called 'Score'.
- Add another variable called 'Lives'.
- If the bananas touch the monkey the score should go up.
- If the bananas touch the bottom of the screen then they lose a life.
- If the lives get to 0 then stop the game.
- Once you have got the bananas working correctly duplicate them and change the starting co-ordinates so that there are several bunches of bananas dropping from the top of the screen.