



# Magic 8 Ball Game

Asking questions

## Objectives

To learn to use lists and the ask function

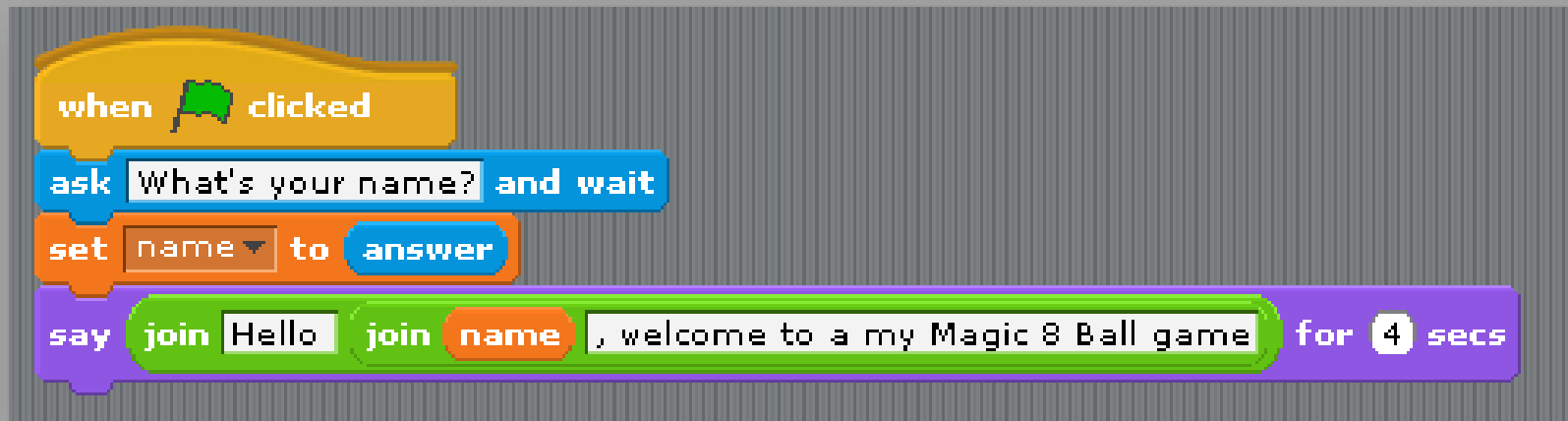
# Magic 8 Ball

## Game Synopsis:

- Magic 8 ball: when you ask for advise and it gives you an answer.
- You can ask the computer a question and it will give you a random response (from a set list of responses)
- We will ask the user their name to be more user friendly

# Asking and storing the name

- Change the sprite if you want it
- Create a variable – called Name



```
when clicked
ask What's your name? and wait
set name to answer
say join Hello join name , welcome to a my Magic 8 Ball game for 4 secs
```

The image shows a Scratch script with four blocks: a yellow 'when clicked' block, a blue 'ask' block with the text 'What's your name?' and 'and wait', an orange 'set' block with 'name' in the dropdown and 'answer' in the field, and a purple 'say' block with 'Hello' and 'name' in the 'join' fields, followed by ', welcome to a my Magic 8 Ball game' and 'for 4 secs'.

- Try it

# Creating a list of answers

- In Variables – Select create list – call it answers
- You can add answers in manually, by clicking on the + sign at the bottom of the list
- We are going to use a list that has been already saved in a text document
- Find the text file **magic8ball**:
  - In the shared area (ask your teacher)
- Add 2 more responses to the bottom of the list
- Save to your area.

# Creating a list of answers

- Back in Scratch
- Right click on the answers list
- Select import...
- Find your copy of the text file **magic8ball**:



# Add the rest of the code

- Play it.
- Improvement ideas:
  - Edit the answers
  - Make the sprite shake while waiting
  - Use a loop to do the shaking (perhaps for a random number of times)
  - Try adding a shaking noise (in percussion)
  - Ask the user if they want to play again, if they type yes run the game again

