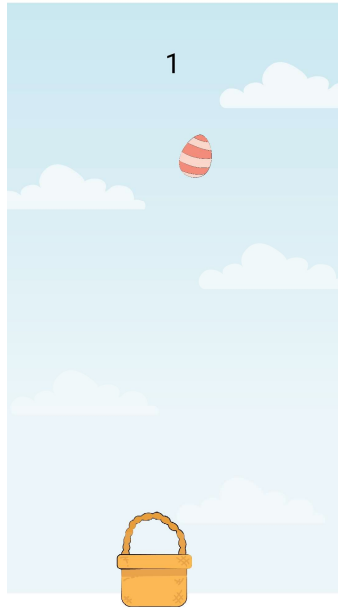# Catch Game
(Inclination sensor)

1

Game

Eastereggs

TU Graz

---

1 Create a new project. You need an object (for example, an easter egg) that the player has to catch.

To do this, press the + and insert an existing image or draw one yourself.

2 Now add the bricks to your script step by step.

When scene starts

Repeat 10 **times**

That's how many times your character will appear before the game is over.

Place at x: random value fr... **y:** 500

Use the random value function to make your figure always appear at different positions. (Tip1)

Set velocity to
x: 0 **y:** -400 **steps/second**

Here you decide how fast your figure should move down.

Wait until position y < -700 **is true**

End of loop

Wait until your figure has reached the bottom and then repeat.

3 Now you need a object to collect the things falling down (for example a basket). Proceed as in step 1.

When scene starts

Place at x: -11 **y:** -800

You can also place an object visually by hand.

Show variable
points

at x: 0 **y:** 800

size: 200 **% color:** '#000000'

aligned
centered

Create a new variable (to count the captured eggs) and display it. (Tip2)

Forever

Change x by inclination x ÷ -4

End of loop

By dividing by -4, you make the object not move quite as fast. (Try it out to see if you need the minus to move the basket in the right direction) (Tip3)

4 Now you have to check in the script of the egg, if the egg was also caught with the basket.
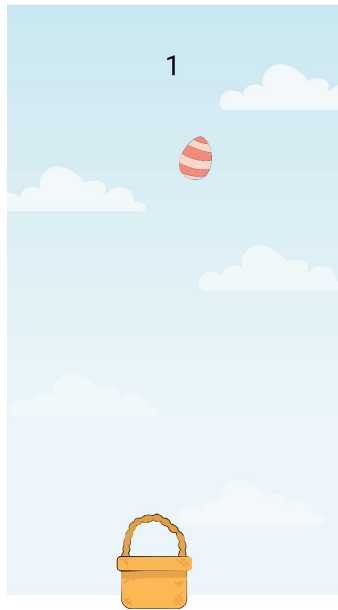
When touches actor or object(Basket) **becomes true**

Change variable
points

by 1

When the egg touches the basket, add one point.
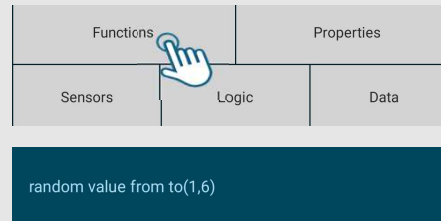
Catch Game
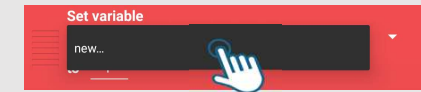## (Inclination sensor)

1

Tips

Eastereggs

Tip1: When you start the game, you can display the axes to see which values would suit you.
For the x-axis you can choose a position between -450 and 450 and for the y-axis 500. You can find the random value generator under "Functions".
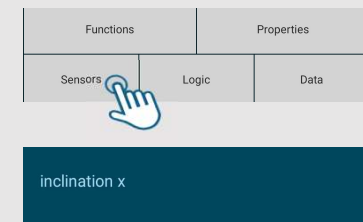
Functions	Properties
Sensors	Logic	Data

random value from to(1,6)

Tip2: Tap on "new..." to create a new variable.

Set variable
new...

You can also read the flashcards to learn more about loops, queries and variables or try the extension to make your game even better.
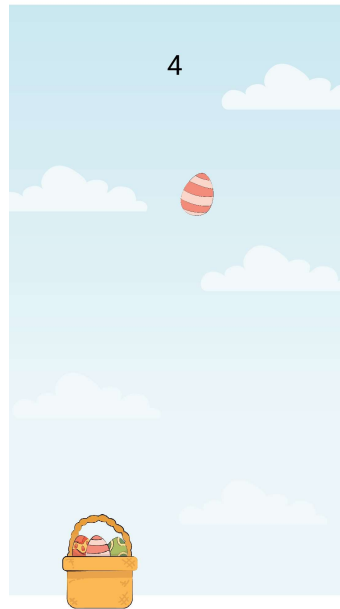
Tip3: You can find the sensors, in our case the inclination of the phone, under "Sensors".

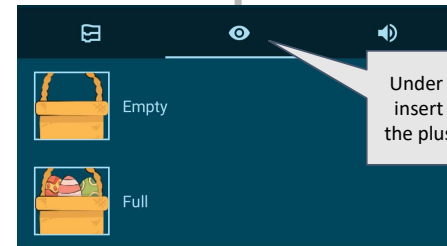| Functions	Properties
Sensors	Logic	Data

inclination x

Catch Game
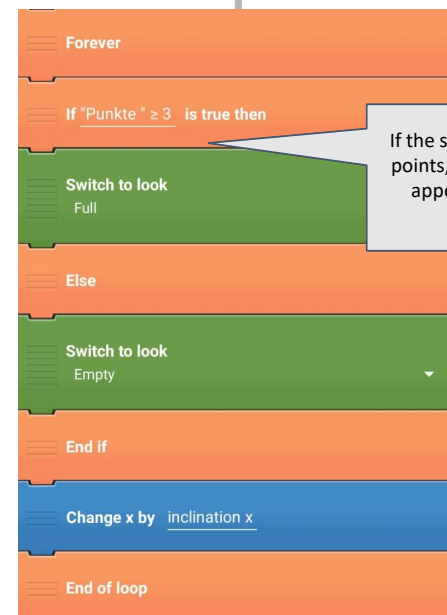## (Inclination sensor)

4

Extension

Eastereggs

1 Do you want the basket to be full after a certain number of points?
Then you need to add a new look to the basket.

Empty

Full

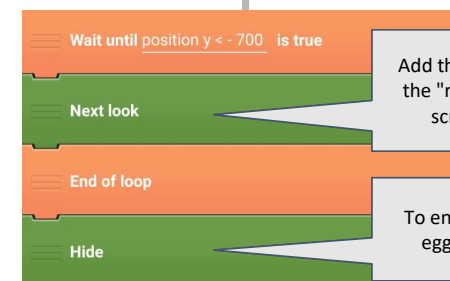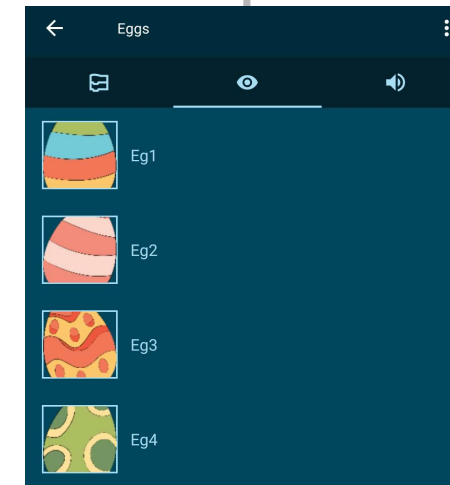Under Appearance you can insert several images with the plus at the bottom right.

2 To change the appearance now, you need to insert a query in the "Repeat Continuous" loop.

Forever

If "Punkte " ≥ 3 is true then

Switch to look
Full

Else

Switch to look
Empty

End if

Change x by inclination x

End of loop

If the score is higher than 3 points, a full basket should appear, otherwise the empty one.

3 You can also insert several looks in the eggs and let them alternate.

Eggs

Eg1

Eg2

Eg3

Eg4

Wait until position y < - 700 is true

Next look

End of loop

Hide

Add this before the end of the "repeat" loop of your script for the eggs.

To end up not seeing the eggs, just hide them.

Do you have any more ideas to improve your game? How about making the speed of the falling eggs faster and faster (using a variable). Or add broken eggs, for which the player gets minus points when catching them.
Try it yourself and improve your game more and more.