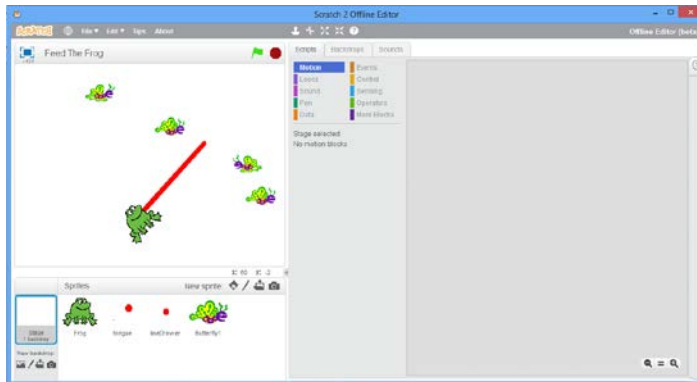


Feed The Frog Scratch 2 Project Mr. Michaud



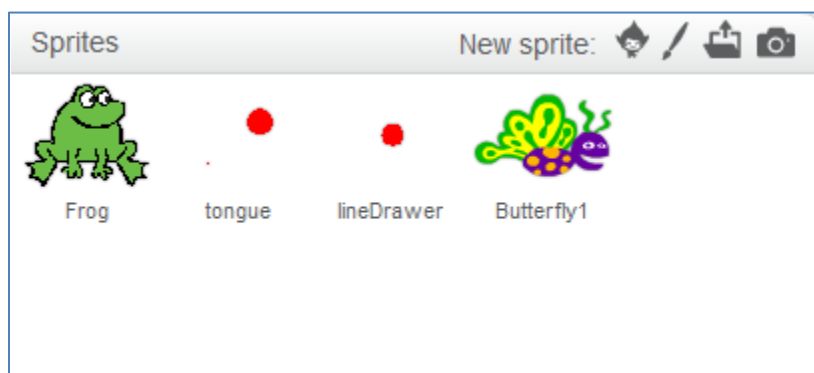
Description:

The Frog will face the mouse pointer and a press of the SpaceBar will 'flick' the Frog's tongue out to catch the butterflies. The butterfly parent clones itself to generate a new butterfly every second. The butterflies fly to the bottom of the screen and destroy themselves (remove themselves from the program) when they touch the edge.

Features to add:

- Scoring for each Butterfly eaten
- Sound effects
- Background
- Other objects to eat or avoid
- Speed the game up
- If butterflies reach the bottom, the game is over

Sprite List:



Scripts for the Butterfly

The image shows two Scratch scripts for a butterfly character. The top script is for the main character, and the bottom script is for its clones. A small butterfly icon and its coordinates (x: 158, y: -122) are visible in the top right corner.

Main Script:

- when green flag clicked
- set rotation style to left-right
- forever loop:
 - next costume
 - wait 0.2 secs

Clone Script:

- when I start as a clone
- show
- go to x: pick random -240 to 240 y: 150
- point in direction pick random 160 to 200
- repeat until touching edge?
 - move 2 steps
 - next costume
 - if touching color red?
 - delete this clone
- delete this clone

Clone Creation Script:

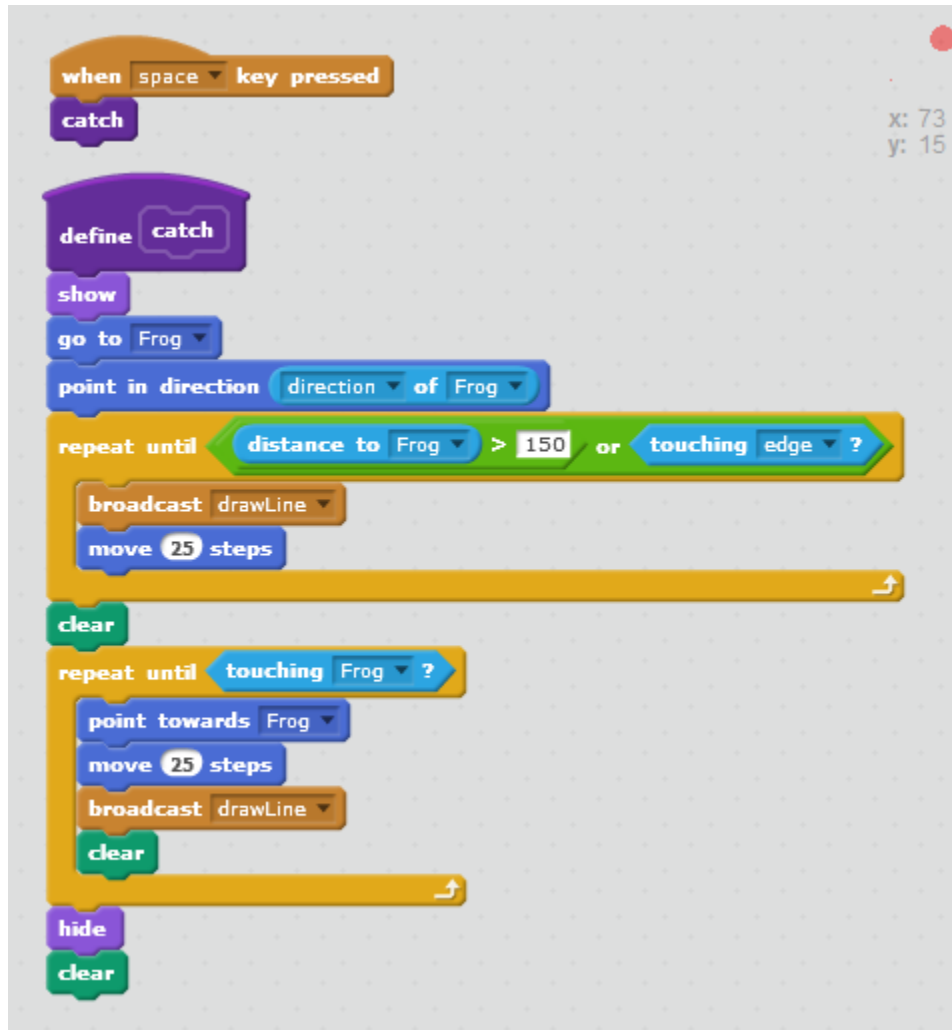
- when green flag clicked
- forever loop:
 - create clone of myself
 - wait 1 secs

Scripts for the Frog:

The image shows a Scratch script for a frog character.

- when green flag clicked
- forever loop:
 - point towards mouse-pointer
 - if mouse down?
 - move 10 steps

Scripts for the Tongue:



The image shows a Scratch script for an object named 'Tongue'. The script is composed of several blocks:

- when space key pressed** (orange block)
- catch** (purple block)
- define catch** (purple block) containing:
 - show** (purple block)
 - go to Frog** (blue block)
 - point in direction direction of Frog** (blue block)
 - repeat until distance to Frog > 150 or touching edge ?** (yellow block) containing:
 - broadcast drawLine** (orange block)
 - move 25 steps** (blue block)
 - clear** (green block)
 - repeat until touching Frog ?** (yellow block) containing:
 - point towards Frog** (blue block)
 - move 25 steps** (blue block)
 - broadcast drawLine** (orange block)
 - clear** (green block)
 - hide** (purple block)
 - clear** (green block)

Coordinates: x: 73, y: 15

Scripts for the LineDrawer:



The image shows two Scratch scripts for a LineDrawer object. The first script is triggered by the 'drawLine' message and performs the following actions: set pen size to 8, set pen color to red, pen down, go to tongue, go to Frog, pen up, and go to tongue. The second script is triggered by the space key being pressed and performs the action: go to Frog. A red dot on the stage indicates the current position of the LineDrawer object, with coordinates x: 73 and y: 15.

```
when I receive drawLine
  set pen size to 8
  set pen color to red
  pen down
  go to tongue
  go to Frog
  pen up
  go to tongue

when space key pressed
  go to Frog
```

x: 73
y: 15