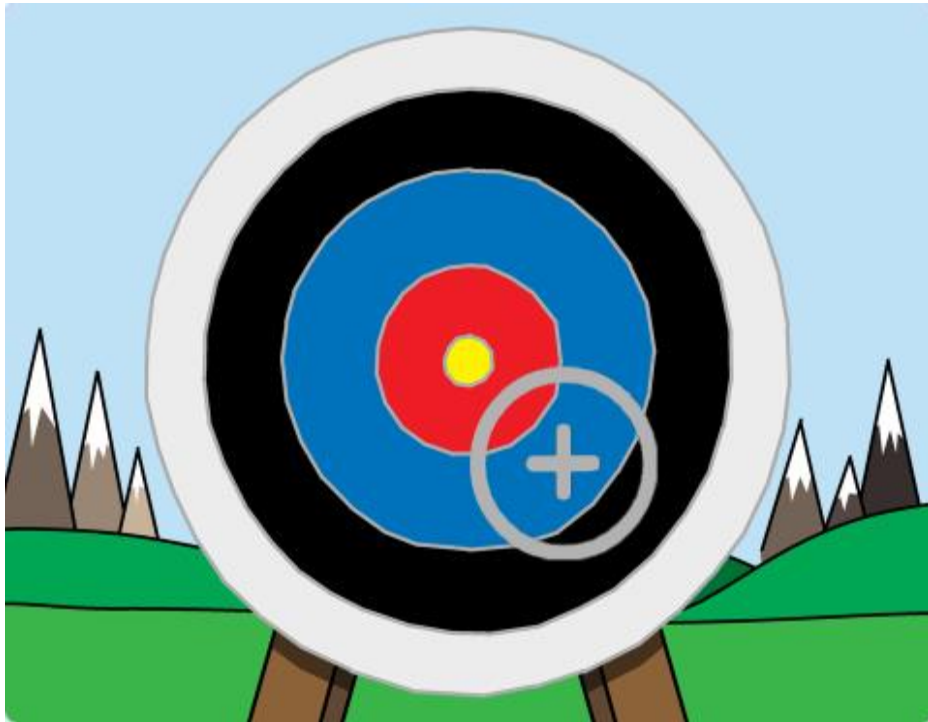


Archery



Create an archery game, in which you must shoot arrows as close to the bullseye as you can.



WHAT YOU LEARNT

- Use animations
- Use broadcasts
- Use random numbers

Challenge: Different Scores

Can you add code to your game, so that you get a different score for hitting different parts of the target?

ARROW

```
when clicked
broadcast new arrow
```

```
when space key pressed
stop other scripts in sprite
repeat 50
  change size by -10
  if touching color yellow ? then
    start sound cheer
    say 200 points for 2 seconds
  if touching color red ? then
    say 150 points for 2 seconds
  if touching color blue ? then
    say 100 points for 2 seconds
  if touching color black ? then
    say 50 points for 2 seconds
broadcast new arrow
```

```
when I receive new arrow
go to x: -150 y: -150
set size to 400 %
forever
  glide 0.5 secs to x: pick random -150 to 150 y: pick random -150 to 150
```