

Catch the Dots

Create a game in which the player has to match up coloured dots



WHAT YOU LEARNT

- How to choose random items from a list
- How to use variables to track speed, lives, and the player's score

Challenge: improve your game

Can you think of ways to improve your game? For example, you could create special dots that:

- Double your score
- Slow down the dots
- Hide all the other dots on the screen

Can you add a menu with buttons to your game? You could add an screen with instructions or a separate screen for showing the high score.

Coloured Balls

```

when I start as a clone
  go to x: item pick random 1 to 2 of start positions y: item pick random 1 to 2 of start positions
  point towards red3roller
  show
  repeat until touching red3roller
    move 1 steps
  move 5 steps
  if touching color red then
    change score by 1
    play sound pop until done
  else
    change lives by -1
    play sound Laser1 until done
  delete this clone

when clicked
  hide
  wait 2 seconds
  forever
    create clone of myself
    wait delay seconds
  
```

Roller

```

when clicked
  forever
    if key right arrow pressed? then
      turn 3 degrees
    if key left arrow pressed? then
      turn -3 degrees
  
```

NOTE:

The roller has three different colours, each colour is coded the same, except for the touching colour code block. To copy the code into each colour ball select the code and drop it onto the sprite that needs it.