

EASTER EGG HUNT

A festive game where the Easter Bunny has to find all the Easter Eggs in time for Easter!



WHAT YOU LEARNT

- How to position Sprites with X and Y co-ordinates
- How to animate Sprites.

Challenge: Make the game harder

- Can you add a noise when the eggs go into the basket?
- Can you add a score to your game?
- Can you add a Chick Sprite, who is trying to find the eggs before you?
- Can you reduce the score by 1 when the chick finds an egg?

EASTER BUNNY

```

when up arrow key pressed
  point in direction 0
  move 10 steps
  if on edge, bounce
  when clicked
    go to x: -34 y: -3
    delete all of Easter-Eggs
  
```

```

when down arrow key pressed
  point in direction 180
  move 10 steps
  if on edge, bounce
  when left arrow key pressed
    point in direction -90
    move 10 steps
    if on edge, bounce
  
```

EGGS

```

when right arrow key pressed
  point in direction 90
  move 10 steps
  if on edge, bounce
  when clicked
    go to x: 119 y: 41
    show
  
```

```

forever
  if touching Easter Bunny ? then
    glide 1 secs to x: -191 y: 67
    add blue to Easter-Eggs
    hide
  
```

NOTE:

The Code is the same for each Easter Egg except for the location, the X and Y Coordinates:

Blue Egg: x 119, y 41

Orange Egg: x 202, y -112

Purple Egg: x 82, y -34

Fancy Egg: x -42, y -128

Spotty Egg: x -162, y -10

Striped Egg: x -69, y 51