

Memory Game

Create a memory game in which you have to memorise and repeat a random sequence of colours!



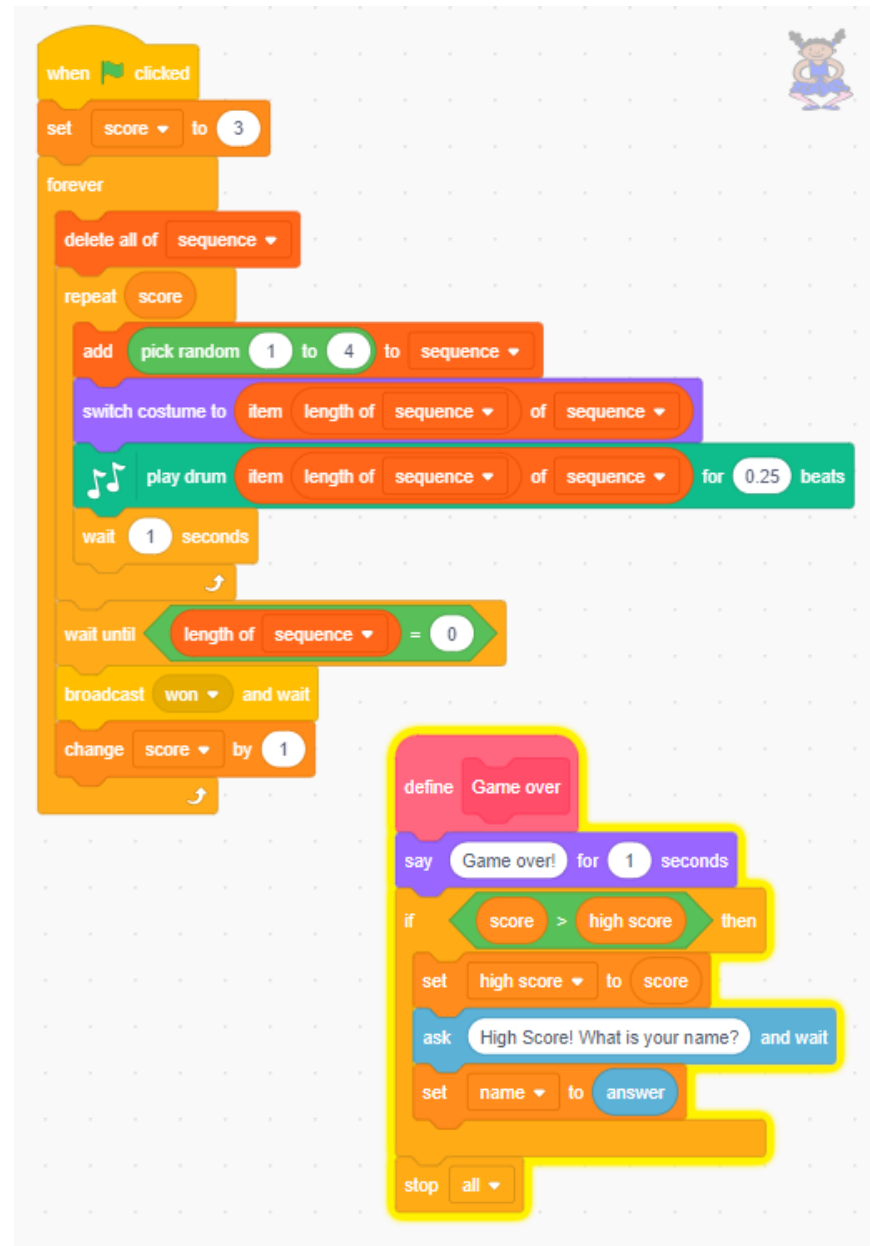
WHAT YOU LEARNT

- How to add sound to your Scratch project
- How to create and use lists to store data
- How to create and use custom blocks for repeating code
- Use a variable to record the time in Scratch

Challenge: Another Costume

Can you add another plain white costume to your character, and add code so that the character displays this costume at the start of the game and while the player is repeating the sequence?

Ballerina

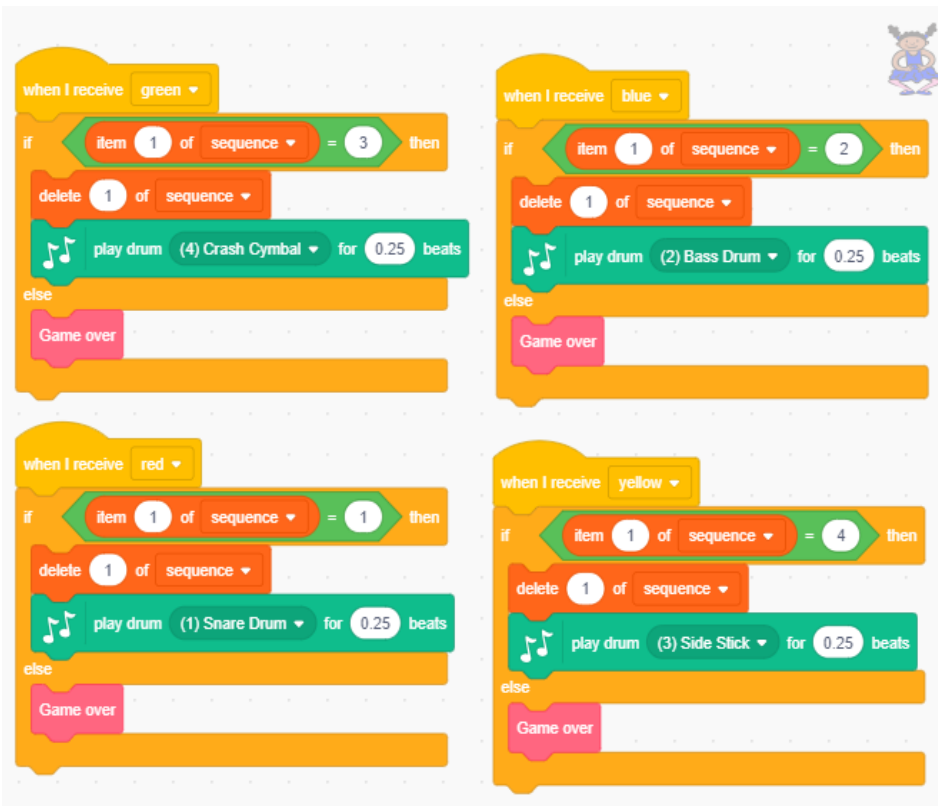


```

when clicked
  set score to 3
  forever
    delete all of sequence
    repeat score
      add pick random 1 to 4 to sequence
      switch costume to item length of sequence of sequence
      play drum item length of sequence of sequence for 0.25 beats
      wait 1 seconds
    until length of sequence = 0
  broadcast won and wait
  change score by 1

define Game over
  say Game over for 1 seconds
  if score > high score then
    set high score to score
    ask High Score! What is your name? and wait
    set name to answer
  stop all
  
```

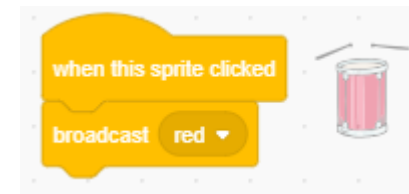
Ballerina



The ballerina script consists of four event-driven blocks, each triggered by a color broadcast:

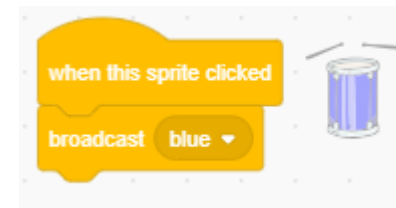
- when I receive green:** If item 1 of sequence = 3, delete 1 of sequence and play drum (4) Crash Cymbal for 0.25 beats. Otherwise, Game over.
- when I receive blue:** If item 1 of sequence = 2, delete 1 of sequence and play drum (2) Bass Drum for 0.25 beats. Otherwise, Game over.
- when I receive red:** If item 1 of sequence = 1, delete 1 of sequence and play drum (1) Snare Drum for 0.25 beats. Otherwise, Game over.
- when I receive yellow:** If item 1 of sequence = 4, delete 1 of sequence and play drum (3) Side Stick for 0.25 beats. Otherwise, Game over.

Red Drum



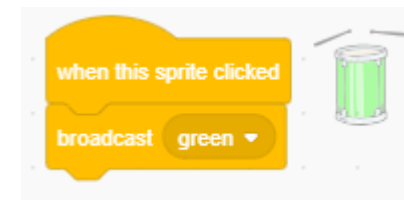
when this sprite clicked
broadcast red

Blue Drum



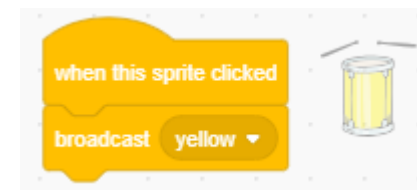
when this sprite clicked
broadcast blue

Green Drum



when this sprite clicked
broadcast green

Yellow Drum



when this sprite clicked
broadcast yellow