

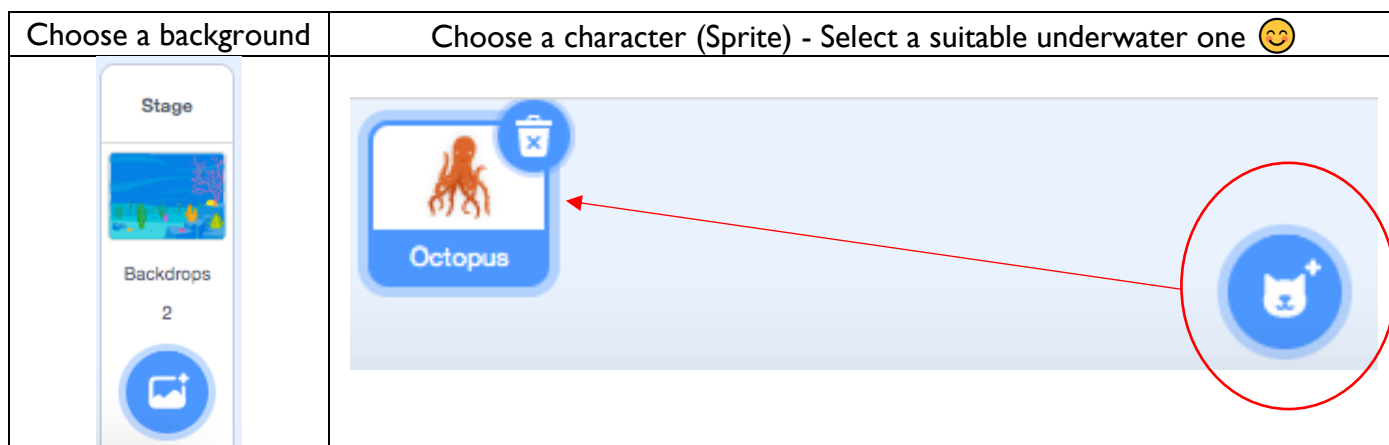
## Code With Scratch:

## Create an Undersea Chase Game

### The coding steps:

1. Use the scratch tools to choose a background and add a main sprite (character)
2. Use coding blocks to make a sprite move left
3. Use coding blocks to make a sprite move right
4. Use coding blocks to make a sprite move up
5. Use coding blocks to make a sprite move down
6. Use coding blocks to add a sprite that can be chased
7. Add a score when the main sprite touches the chased sprite

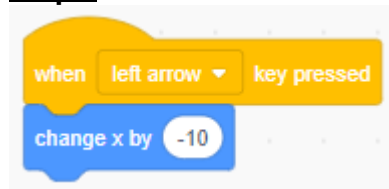
**Step 1:** Use coding blocks to move a sprite left or right.



**Step 2 and Step 3:** Now add this directional code blocks. These will make the sprite move **left** and **right**.

Can you recognise why?

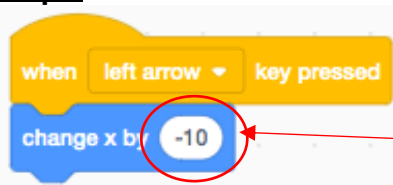
### Step 2



Make sure that this block is changed to **LEFT ARROW**

Make sure that this block stays as **Change X By 10**

### Step 3



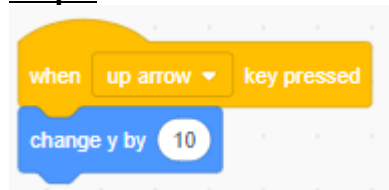
Make sure that this block is changed to **RIGHT ARROW**

Make sure that this block is changed to **Change X By -10** (the minus is a really important change)

**Steps 4 and 5:** Add these Y axis directional codes. They will make the sprite move **up** and **down**.

Can you see why?

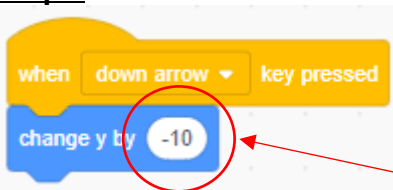
### Step 4



Make sure that this block is changed to **UP ARROW**

Make sure that this block stays as **Change Y By 10**

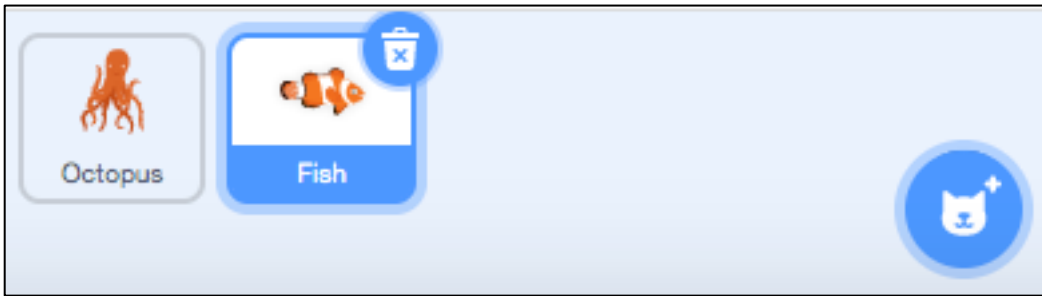
### Step 5



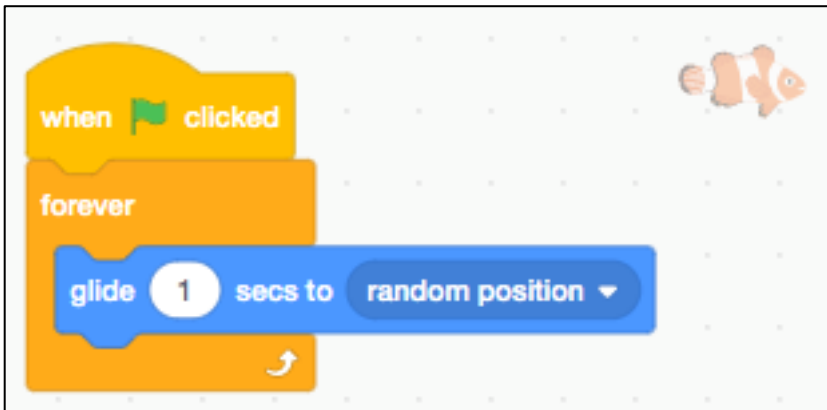
Make sure that this block is changed to **Down Arrow**

Make sure that this block is changed to **Change X By -10** (the minus is a very important!)

**Step 4:** Now add another underwater sprite. This will be the sprite that will be being chased!



**Step 5:** Make sure that the new sprite is highlighted in blue. Then add these code blocks to the sprite...



**Step 7.** Finally, add a score board so that every time the sprites touch (and is caught) a point is added! 😊

|  |  |  |
|--|--|--|
|  | <p>Select <b>VARIABLE</b> then<br/>Make a variable...</p> <p>In this box type <b>SCORE</b>.<br/>A Score variable has now<br/>been created!</p> | <p>Add this code to the main sprite.<br/>Remember to change the drop-down<br/>blocks to <b>SCORE</b></p> |
|--|--|--|

### Extra details...

For added effect, you could add a sound so that when the main sprite touches the other sprite, a noise is heard...

