BeMyValentine Scratch Game

http://cs.oregonstate.edu/~mjb/scratch

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How to Get the Game

There are two ways to get into this game:

1. You can either click on this link directly:
   https://scratch.mit.edu/projects/799176815/editor/

2. Or, you can go to our Scratch web page:
   http://cs.oregonstate.edu/~mjb/scratch and click on the link there:
The *BeMyValentine* Game: The Game Field

Lives: 0  Points: 388

Game Over -- Points: 388
How to Play the Game

1. Click on the Green Flag to start

Cupid-Arrows will start to rain down from the sky.

2. Touch the left and right Red Touch-Arrows to keep the Heart from getting hit by a Cupid-Arrow

3. You score a point every time a Cupid-Arrow moves and doesn't hit the Heart

4. You lose a Life every time a Cupid-Arrow hits the Heart
The *BeMyValentine* Game: What the Heart Does
The *BeMyValentine* Game: What the Cupid-Arrows Do

When I start as a clone:
- Point in direction 180 degrees.
- Turn to pick random -30 to 30 degrees.

Forever:
- StartArrow
- Show
- Repeat until y position < -140
  - Move pick random 1 to 3 steps

When clicked:
- Hide
- Set NumArrows to 5
- Repeat NumArrows
  - Create clone of myself
  - Forever
  - Hide
The *BeMyValentine* Game: What the Cupid-Arrows Do

```plaintext
define StartArrow

hide

wait pick random 0 to 1 seconds

set size to pick random 20 to 50 %

go to x: pick random -220 to 220 y: pick random 60 to 120

show

when I receive contact!

StartArrow

when I receive done!

stop other scripts in sprite
```
The Big Game Development Challenge:

“Make the game easy to play, but difficult to master.”

Things to Try Changing:

1. Start with a different number of Cupid-Arrows
2. Change the range of Cupid-Arrow sizes
3. Change the range of Cupid-Arrow angles
4. Change the range of Cupid-Arrow speeds
5. Change the size of the Heart
6. Give the Heart less or more lives to start
7. Change how much the Heart moves when the Left or Right Touch-Arrow is pressed
8. When a Cupid-Arrow hits the Heart, what other sounds could you play besides “Wobble”?
9. Where else could you add sounds?

What makes the game harder to play? What makes it easier?
Change the Characteristics of the Cupid-Arrows

when clicked
hide
set NumArrows to 5
repeat NumArrows
create clone of myself
forever
hide
when I start as a clone
point in direction 180
turn pick random -30 to 30 degrees
forever
StartArrow
show
repeat until y position < -140
move pick random 1 to 3 steps
Change the Characteristics of the Cupid-Arrows

- `define StartArrow`
- `hide`
- `wait pick random 0 to 1 seconds`
- `set size to pick random 20 to 50 %`
- `go to x pick random -220 to 220`
- `y: pick random 60 to 120`
- `show`

- `when I receive contact!`
- `StartArrow`
- `when I receive done!`
- `stop other scripts in sprite`
Change the Characteristics of the Heart

- set Move to 10
- set Points to 0
- set Lives to 5
- set HeartX to 0
- set HeartY to -100
- go to x: HeartX, y: HeartY
Change the Characteristics of the Heart
Change the Characteristics of the Red Touch-Arrows

Change the **Move** variable in the Heart puzzle pieces