

# Teddywaddy Code Club

## Activity 1g

### Water skier- Extension A

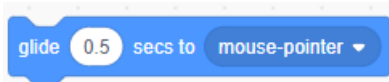


<https://scratch.mit.edu/projects/623975937>

# Water skier – Extension A

This is a fairly simple extension using the mouse to control the position of the boat and the skier, which makes it more like a game. Also, the boat and skier have now been combined into a single sprite.

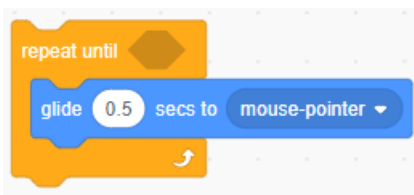
To make the boat move, we can use this code block.



To make the boat keep moving as the mouse moves around this code block needs to be done over and over again. To do this we use a **loop** code block.

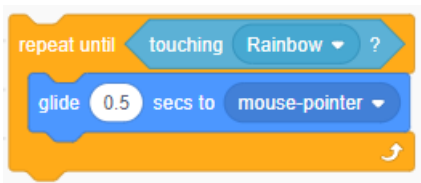


Putting them together like this.



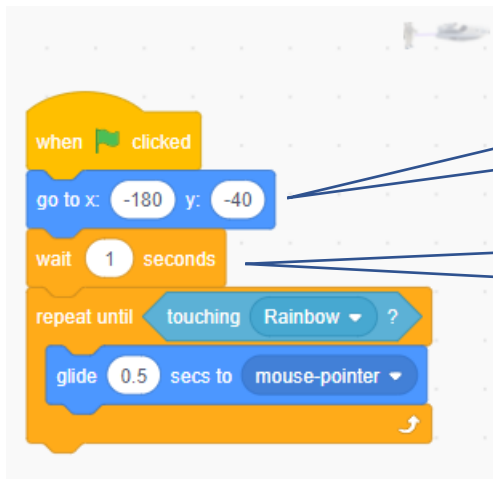
But we still need to fill in the diamond shape, after the word until.

For our game, the boat needs to keep moving until it gets to the rainbow, so the code can be as follows:



The complete code for the boat is shown on the next page.

Add the following code to the boat.



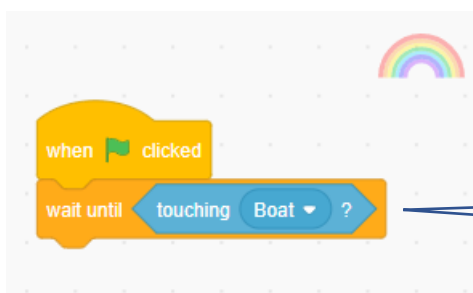
Set the starting position

A small delay before the boat starts following the mouse

Click the green flag to test the game.

We can also put some code on the rainbow to show the player has made it to the end.

The rainbow code will start like this.

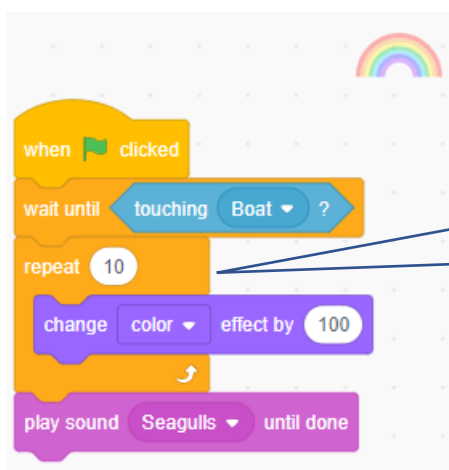


This code is attached to the rainbow

Don't do anything until the boat touches the rainbow

Once the boat touches the rainbow, the game has ended so there should be some celebration.

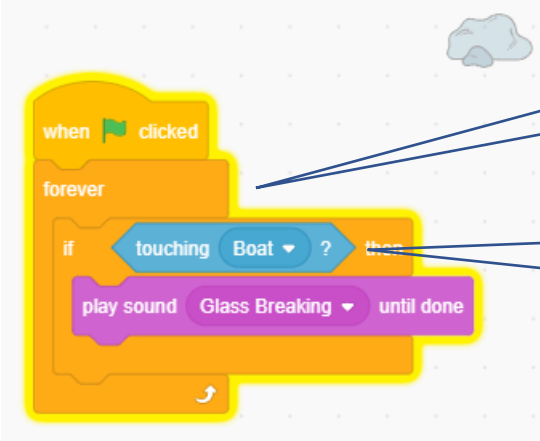
Here is the complete code for the rainbow.



Using a loop again, for ten times, change the rainbow colours then after that play a sound.

Just like the rainbow there needs to be some reaction if the boat hits a rock.

Here is some code for one of the rocks.



The image shows a Scratch script on a grid background. At the top right, there is a small blue rock icon. The script consists of the following blocks:

- A yellow 'when green flag clicked' block.
- An orange 'forever' loop block.
- Inside the loop, a blue 'if touching Boat?' block.
- Inside the 'if' block, a purple 'play sound Glass Breaking until done' block.

Two callout boxes with blue borders and white text are present:

- The first callout box, pointing to the 'forever' loop, contains the text: "Another loop, that never stops".
- The second callout box, pointing to the 'if touching Boat?' block, contains the text: "This diamond asks - is the rock touching the boat?".

You can apply almost the same code to the other rock, just choosing a different sound.