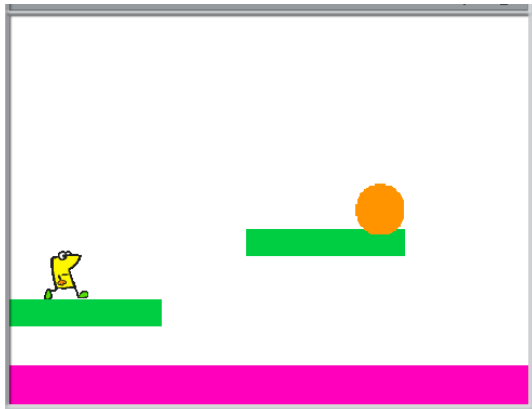# Scratch: Platform game

We are going to build a game where the sprite has to jump from one platform to another. If he reaches the orange ball, he wins the level. If he falls into the pink liquid he will die.

Start by drawing a pink stripe on the bottom of the Stage. [To do this, click on the Stage, click on Backgrounds, then Edit.]

Then add your favourite Sprite (in the picture below we have a yellow sprite that we called "Bob").

Now add two green rectangles and an orange circle (by drawing new sprites).

Here are the scripts for Bob:

Bob will fall unless he is on a green platform.

Left and right movement. Notice how Bob keeps moving after you stop pressing the arrows.

But he slows down!

Jump

If Bob touches the pink layer he goes back to the start.

If Bob touches the orange circle you win.

Now it's up to you to improve the game:

- Add more platforms
- Fix any bugs in the code!
- Keep track of the score
- How many lives should Bob have?
- Add level 2
- Add (randomly moving) obstacles

Scratch Challenges – how many can you do?

Here are some puzzles to get you thinking. You can use any sprite you like.

1) Whenever you press the B key, the sprite gets a little bigger. Whenever you press the S key, the sprite gets a little smaller.

2) Whenever the sprite hears a loud sound, it changes color.

3) Whenever the sprite is in the top 25% of the screen, it says "I like it up here."

4) When the sprite touches something blue, it plays a high note. When the sprite touches something red, it plays a low note.

5) Whenever two sprites collide, one of them says: "Excuse me."

6) Whenever the cat sprite gets near the dog sprite, the cat turns and runs away from the dog.

7) Whenever you click on the background, a flower appears at that spot.

8) Whenever you click on a sprite, all other sprites do a dance.

9) When the score reaches 10, the scene (background) changes.

10) The sprite falls as if controlled by gravity, but stops when hits the green ground.

11) The sprite follows the mouse-pointer, but it never gets too close to the mouse-pointer.

12) The sprite follows a red line.