

# Pumpkin Smash

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- A DIY version of the classic "Whack-a-mole" game
- Introduces basic gameplay, add extras for challenge
- A pumpkin's not just for Hallowe'en!



30 mins

## 1. Objective

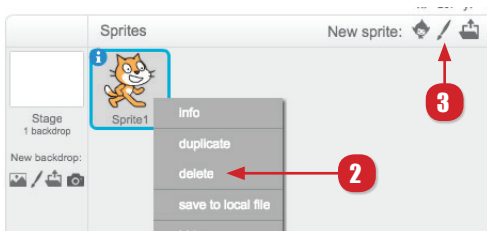


Can you smash the pumpkins before they disappear? Pumpkins appear randomly in the stage area, but only for a very short time. Clicking on one before it vanishes makes it explode!

Draw the pumpkins, improve the gameplay and add new graphics to make the game your own.

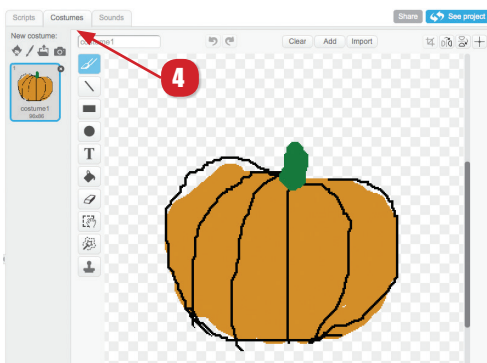
This is the first in a series of instructions on how to make your own classic games in Scratch.

## 2. Create a new sprite



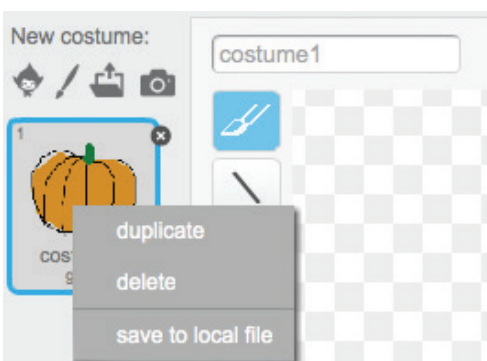
1. Delete the cat sprite -- you'll be creating your own graphics for this project.
2. Using the right-mouse button, click on the sprite and select *delete*.
3. Click the *Paint new sprite* icon to open Scratch's drawing tools.

## 3. Draw your pumpkin



4. Ensure the *Costumes* tab is selected.
5. Use the *Brush* tool to draw a pumpkin. You can change the size of the brush by using the *slider* just underneath the window, to the left.
6. Can you draw a better pumpkin than the one shown?

## 4. Destroy your pumpkin



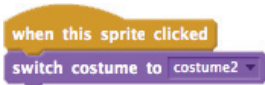
7. Now we've drawn a splendid pumpkin, it's time to draw the image of the destroyed pumpkin! Rather than re-draw the pumpkin, we can copy the original pumpkin costume and destroy that one instead.
8. Right-click on the costume and select *Duplicate*.
9. On the second costume, draw an explosion on top of the pumpkin. When the player clicks on the pumpkin, the game will swap from displaying the first costume (of the whole pumpkin) to the second costume (of the destroyed one).

## 5. Adding the gameplay



10. Add the code as shown.
11. The *Repeat 10* block means there will be 10 opportunities to smash the pumpkin
12. On each turn, *costume1* (our complete pumpkin) will be displayed
13. The *go to...* block picks random coordinates for the pumpkin's X and Y position on the stage
14. The pumpkin stays in place for one second before the process is repeated

## 6. Switching costumes



15. The game now works (try running it), but why doesn't our pumpkin explode when you click it?
16. Add this code to the pumpkin sprite. This switches the sprite from *costume1* to *costume2* when clicked.

## Challenge activities

Well done on creating your game. We hope you have lots of fun playing it. But how could you improve the gameplay?

Here are some suggestions which you could try:

- Draw a spooky Halloween background
- Add a scoring system. Each time the player smashes a pumpkin, their score increases
- Create a high score table and challenge your friends to play
- Add bonus targets, such as a ghost or monster, which only appear occasionally and give a greater score
- Add a noise which plays when your pumpkin explodes

Have fun, then move on to the other activities, which include creating your own racing game, Pac-Man, and Flappy Bird.