

\*St Andrews' Kusasa Education\*

\*Coding and Robotics End of Term Task\*

\*Primary Level Division\*

🎯TASK !!

\*Game Development Project: "Catch It!"\*

\*Objective:\*

Design and develop a game in Scratch where a player controls a bowl-shaped sprite moving left and right to catch falling objects, earning points based on the object's score weight.

\*Game Requirements:\*

1. Player Control: Create a bowl-shaped sprite that can move left and right using arrow keys.
2. Falling Objects: Design and add 5-7 different falling sprites (e.g., fruits, gems, coins) with varying score weights.
3. Scoring System: Assign point values to each falling sprite (e.g., apple = 10 points, diamond = 50 points).
4. Winning Criteria: Reach a total score of 500 points within 2 minutes.
5. Losing Criteria: Miss 10 falling objects or accumulate 5 "penalty" objects (e.g., bombs, trash).

\*Additional Features:\*

1. Background: Create an engaging background for the game.
2. Sound Effects: Add sound effects for catching objects, missing objects, and penalty objects.
3. Visual Effects: Incorporate visual effects for scoring, winning, or losing (e.g., confetti, explosion).

\*Constraints:\*

1. Use only Scratch's built-in sprites, or create original sprites.
2. Limit game duration to 2 minutes.
3. Ensure game is playable on a standard laptop/desktop screen.

\*Get creative and have fun!\*