day67 Scratch watch the ball game
Due: Tuesday 2/22 (6th period) Wednesday 2/23 (7th period)

Today we're going to make a Scratch version of the classic "cup" or "shell" game. This is the game where someone hides a ball or some other thing under one of three cups, then moves the cups around while you try to keep track of which cup the item is under. You win if you guess correctly.

Here is a Youtube example: https://www.youtube.com/watch?v=9bto_3Z1dqc
Here is a note about it on Wikipedia: https://en.wikipedia.org/wiki/Shell_game

Your job is to re-create this game in Scratch.

Here's how mine starts:

Then the hats lower, covering the ball, then move around randomly for a bit, going faster and faster, then finally they stop moving and the squirrel asks you to click on the hat that has the ball.

I set the ball to hide itself but to follow the location of the central hat, then it shows itself after the user gets the correct answer.

Make the hats move around, slowly at first, then faster and faster, and then go more slowly again until they stop moving. Then ask the user to make a guess. If they guess correctly congratulate them. If they do not, say "sorry", then show where the ball was and reset everyone's positions to the default.

Also, set a fun background.

Please do not make it go so crazy fast that it is impossible. I made them go faster and faster by using a variable to control the speed, and then slowly adding to the variable.

Call me over to check you off when you are done.