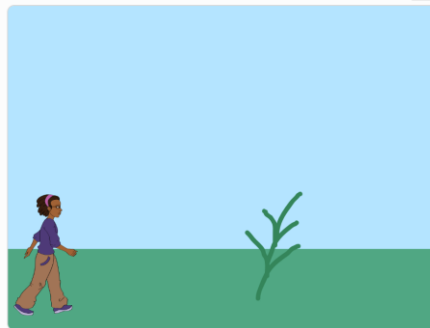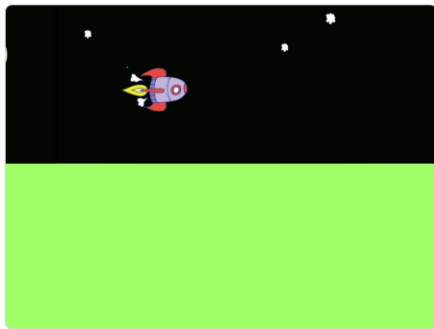day60 Scratch scrolling background game
Due Friday 2/16/24

Your task today is to take your scrolling background project that you created last week and turn it into a simple game where the up arrow or spacebar key causes the on screen character to avoid obstacles, you keep score, and you can win somehow.

If you did not do last week's assignment (day59 Scratch scrolling background) or if you did it and you want to start somewhere else, I have included links below for two projects you are free to remix (I made a rocket one and the other is the one from the video showing us how to do the scrolling background in the first place.)

Rocket project: https://scratch.mit.edu/projects/518559411

Walking project: https://scratch.mit.edu/projects/485684952

Your task today is to turn one of these scrolling background projects (yours or one of the ones I gave you) into a game. For example, if you remixed the rocket project you might make the space bar lower the rocket a bit so that it does not hit the stars or moon (but it moves back upwards slowly and automatically). Perhaps if you hit the space key too much the rocket slams into the ground, causing different trouble. How should the game work? Do you start with a certain amount of points and then have to survive for a certain amount of time, or do you start with zero points and gain points by not hitting things and surviving? Are there objects you WANT to hit to earn points? I leave it up to you. If you do the walking project from the tutorial video you could make the walker's feet be animated and then make the space bar make them hop over obstacles.

You can use "if touching color <>" to check to see if you are touching one of the obstacles and then do something appropriate when that happens (lose or gain a point, for example).

If you use your own project from last week, remix it first so that you can make whatever changes you want without affecting your original starting place. (Feel free to change the sprite, and/or the backgrounds if you want, just keep it a scrolling background.)

I attached a video in the Google Classroom that shows you how to do what I want for the rocket project if you are stuck.