

Save the Fish – Part III

Hey everyone. I am delighted to see you again in the last part of the ‘Save the Fish’ game. We have already finished designing the screen for the game and coding the fish and oil sprites. Now it is time to bring all elements of the game together and add the finishing touches.

While our fish and oil spill sprites are both moving, there is a problem. Nothing happens if the fish touches the oil spills. We need the fish to go back to the starting point in case that happens.

Go to the fish sprite and create a new event. Drag the ‘when flag clicked’ block to the editor. From the control section, drag the ‘forever’ loop to the editor. From the same section, drag the ‘if then’ block inside the loop. Duplicate or drag more ‘if then’ blocks. There should be one ‘if then’ block each for each oil sprite. Drag the ‘touching mouse pointer’ block from the sensing section and place it inside the <hexagonal slot> of the first ‘if then’ block. From the drop down, select the first oil sprite. From the motion section, drag attach ‘go to x & y’ block and set the values to -185 and 130 respectively.

Repeat this step for all oil sprites. Remember to choose the correct oil sprite each time. Our code will ensure that the fish will go back to its initial position, each time it touches any oil sprite.

Let us test our code now. Wow, the fish is going back to the starting position, each time it touches any oil spill sprite.

We also need to ensure that if the fish touches the edge of the ocean, it should go back to its initial position. We need to write similar code as the previous few steps. From the control section, drag an ‘if then’ block inside the forever loop. Drag the ‘touching mouse pointer’ block from the sensing section and place it inside the <hexagonal slot> of this ‘if then’ block. From the drop down, select edge. From the motion section, drag attach ‘go to x & y’ block and set the values to -185 and 130 respectively and we are done.

Now let us add a few special effects.



If the player manages to navigate the fish sprite to the finish point, she or he should be declared a winner and the game should end.

Go to the Finish sprite and create a new event. Drag the 'when flag clicked' block to the editor. From the control section, drag the 'forever' loop to the editor. From the same section, drag the 'if then' block inside the loop. Drag the 'touching mouse pointer' block from the sensing section and place it inside the <hexagonal slot> of the 'if then' block. From the drop down, select the fish option. Go to the looks section and drag 'Say Hello! For 2 seconds' block and place it inside 'if then' block. Change the text from Hello! to Winner! And increase the duration. Drag Stop All from the control section to the if then block to end the game after saying Winner!

Play the game and check if it is working.

Let us add sound to our game. Go to the start sprite or any other sprite. Click the sounds tab and then the sound icon at the bottom. Choose a sound, record a sound or upload a sound. You can hear and edit the sound also. Go back to the coding section and create a new event in the same sprite. Drag the 'when flag clicked' block to the editor and attach a 'forever' loop to it. Then drag 'Play sound until done' block and place it inside the forever block. Choose the sound you had selected from the drop down and you are ready to go.

Your game is now complete! Enjoy it with your friends and keep becoming a better game creator day by day.

See you again. Bye bye!