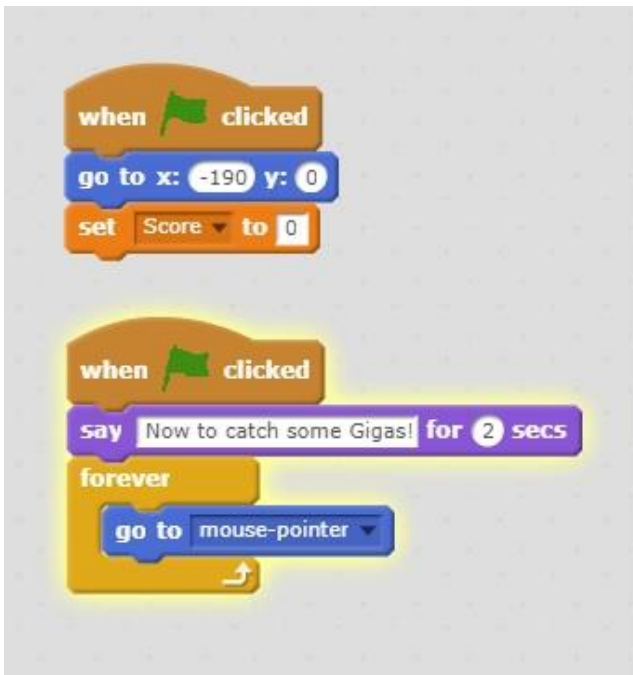


Collide Game – Grade 7

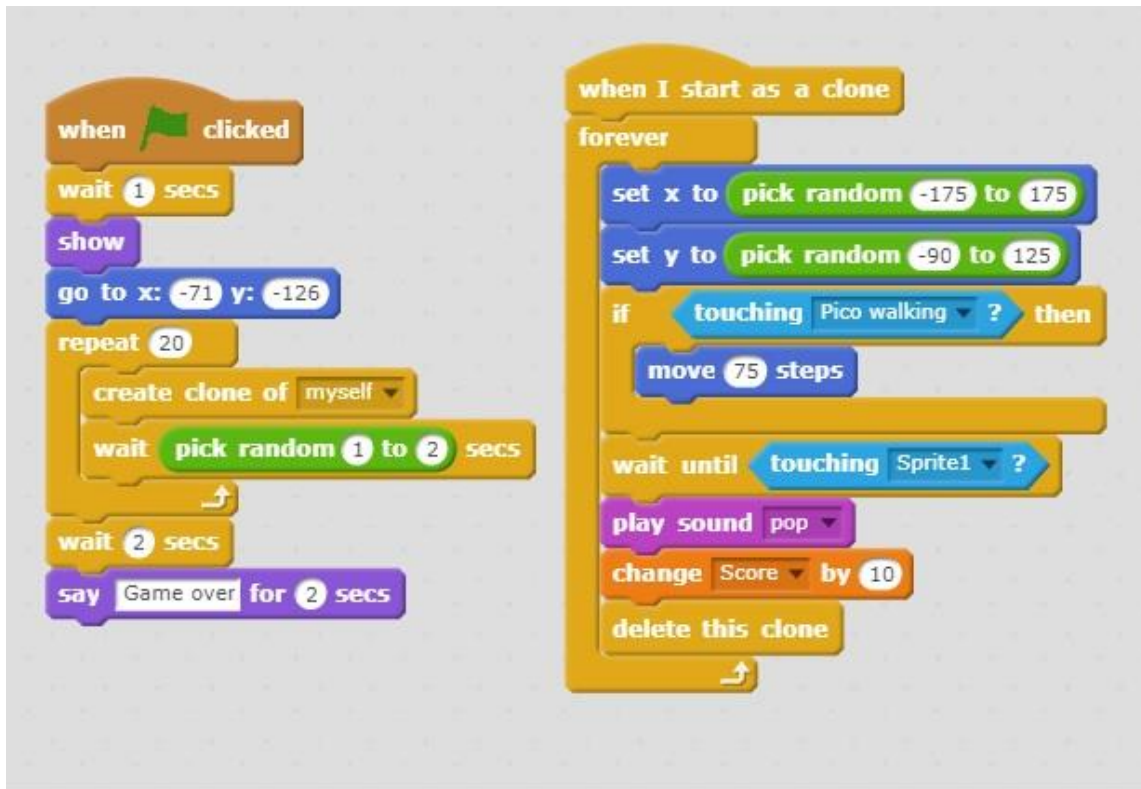
Select a background and indicate which target adds points and which target subtracts points – convert to vector mode and select text tool

Add three sprites – Hunter - Hunted 1 – Hunted 2

Code for Hunter:



Code for Hunted – 1



Code for Hunted - 2

```
when clicked
  wait 1 secs
  show
  go to x: -68 y: -159
  repeat 20
    create clone of myself
    wait pick random 1 to 2 secs

when I start as a clone
  forever
    set x to pick random -175 to 175
    set y to pick random -90 to 125
    if touching Giga walking ? then
      move 75 steps
    wait until touching Sprite1 ?
    change Score by -10
    play sound zoop
    delete this clone
```

The image shows two Scratch code blocks. The first block, 'when clicked', starts with a 1-second wait, then shows the sprite and moves it to coordinates (-68, -159). It then enters a repeat loop for 20 iterations, where it creates a clone of itself and waits for a random amount of time between 1 and 2 seconds. The second block, 'when I start as a clone', enters a forever loop. In each iteration, it sets random x and y coordinates, moves 75 steps if it touches 'Giga walking', waits until it touches 'Sprite1', decreases the score by 10, plays a 'zoop' sound, and then deletes itself.