

# Jellyfish Crystal Chase



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Education Center

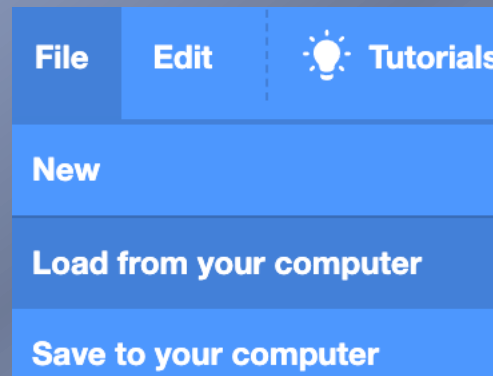
*Infusing a love for Science, Technology, Engineering and Math*

## Scratch 3 Coding Activity

Follow this activity to create a game where a jellyfish swims around to collect special crystals.

# Getting Started

- Begin with the Jellyfish Swimming Project
- **Be sure to load** your completed “Jellyfish Swimming” project.
  - Chose **File** then **Load from your computer**.

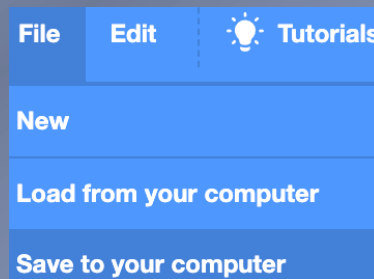


- Click the correct file then click **Open**.

# Save Jellyfish Crystal Chase

- *Save the new project before you begin*
- Save Jellyfish Crystal Chase

– Chose **File** then **Save to your computer**.



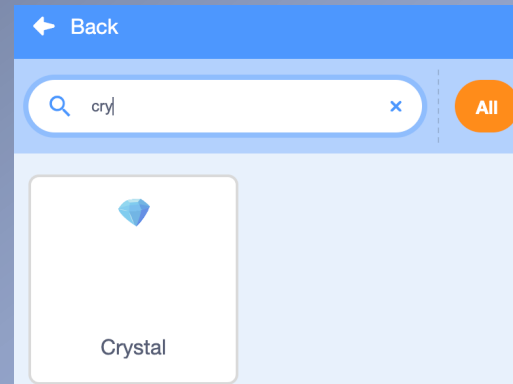
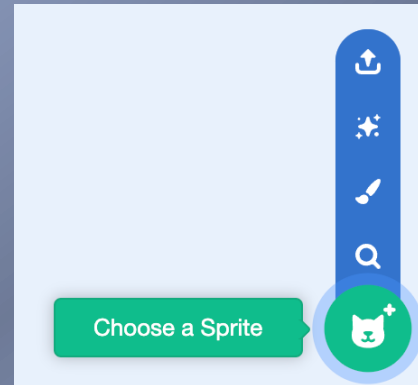
– Change the name (starting with your last name) to

- *Patrick Jellyfish Crystal Chase.sb3*

– Click **Save**.

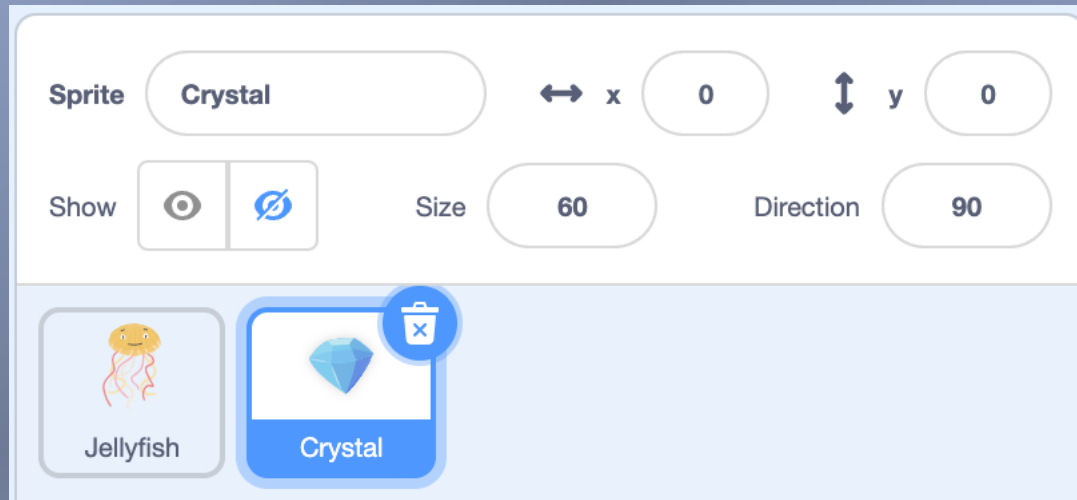
# Add a Crystal Sprite

- Add a new sprite by clicking on the **Choose a Sprite** icon at the bottom right.
- Key “cry” into the search bar and click the **Crystal** sprite.

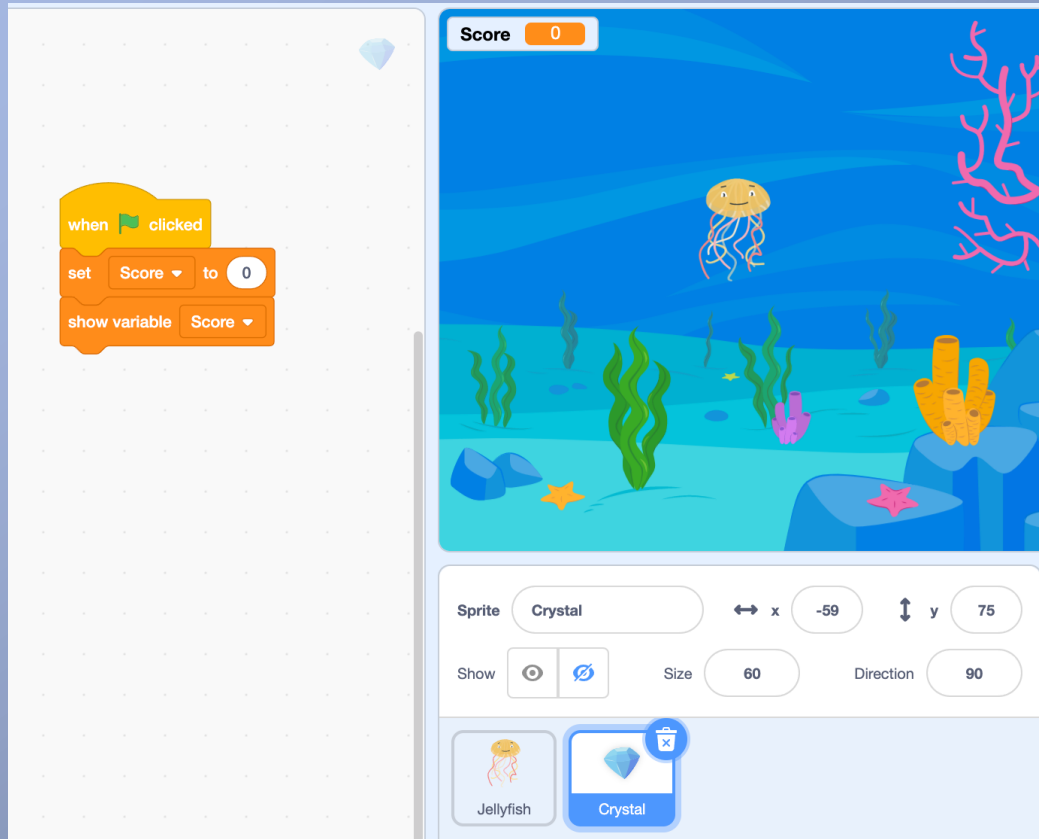


# Resize your Crystal Sprite

- The Crystal is a bit too large. Change the size from “100” to “60.”
- X & Y values do not matter



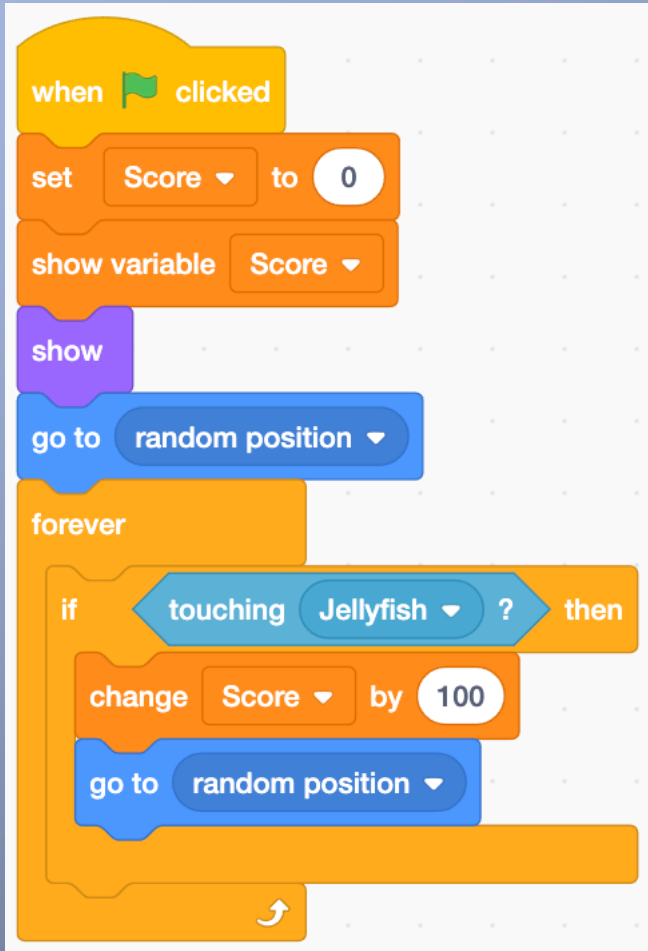
# Show the Score



- when Flag clicked
- set Score to 0
- show variable Score

- As your jellyfish captures crystals, we are going to show the score.
- Add these coding blocks to the Crystal Sprite

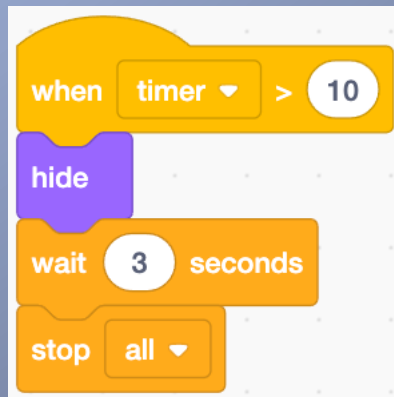
# Chase the Crystal



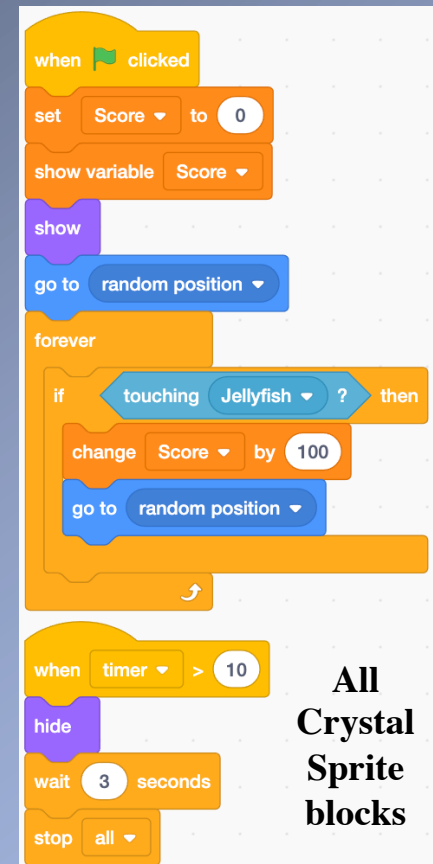
- We want to code the project so that you earn points as you chase then capture the crystals.
- Use these code blocks with the Crystal Sprite

# Time the Game

- Set the time for how long the game will last.
- When it is over, hide the crystal

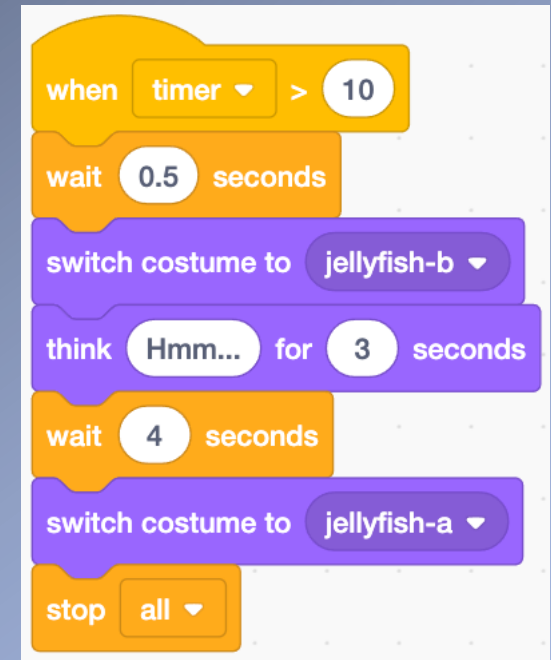


- This code block is also with the Crystal Sprite.



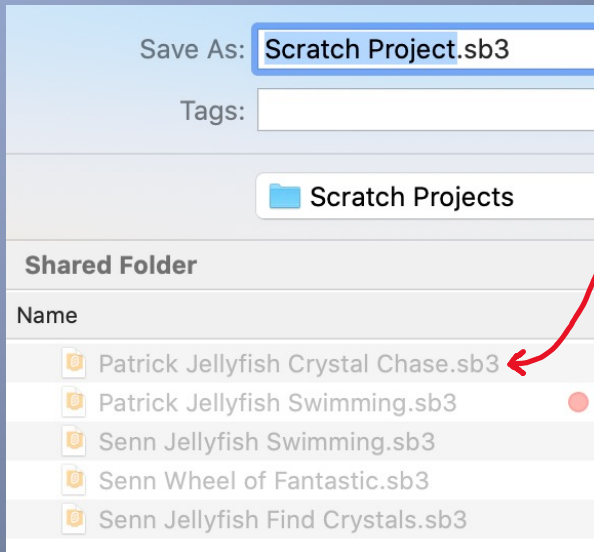
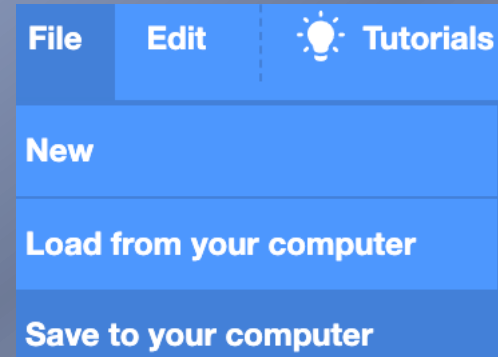
# A Little Extra

- This does not change how the game works but adds a little extra to the behavior of your jellyfish. Use this set of coding blocks.
- Predict what your jellyfish will do.
- Was your prediction correct?



# Time to Save

- Save your project
  - Chose **File** then **Save to your computer**.



- Click on the name that you saved earlier
- Click **Save** then click **Replace**.