Independent Activity – 11 (Whack-a-mole)

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Create a 'Whack-a-Mole' game

Activity	Examples
Create a version of the 'Whack-a-Mole' game. Revise all the concepts in the process.	https://scratch.mit.edu/projects/11629018/ https://scratch.mit.edu/projects/16225266/
	Class Project and a similar project: https://scratch.mit.edu/projects/413807289/ **https://scratch.mit.edu/projects/412426831/editor/**

WIBYTE

Marking Criterion (Max Marks: 12)

Task	Marks Given
Background of pits created with cloning (If cloning is not used for background, only 1 mark will be awarded)	2
At least 4 mole costumes (To create the Going Up/Down effect)	2
Moles come up and down at random times	2
A hammer sprite that whacks the mole (1 mark for hammer movement, 1 mark for whacking effect)	2
Score (1 mark) + Time Left (1 mark)	2
BONUS: See ideas from the class notes slide number 30	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on scratch	-1

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Common Problems

Problem	Remedy
Clones of the PITS do not appear at regular places	Check the logic carefully. Are the x- and y-coordinates set correctly?

WIBYTE

Enjoy!

* Remember to submit your project in time!

WIBYTE