

FRUIT AND BOMB GAME

EXTENSION TASKS

ADD MORE TYPES OF FRUIT

a) ADDING A BANANA

The Banana is worth 20 points and travels at a speed of 2.

1. Add the banana by:
 - a. Creating a Banana Sprite called “Spr_Banana”
 - b. Create a new game object called “obj_banana”
 - c. Assign it the “spr_banana” sprite
 - d. Give it the same behaviours \ instructions as the apple
 - i. When CREATED it moves in all directions at a speed of **2**
 - ii. When it COLLIDES with the OBJ_WALL it BOUNCES away from SOLID objects
 - iii. When the left mouse button is clicked on it should jump to a new position, add **20** to the players score, and play the sound “SND_COLLECT”
- e. Add two “OBJ_BANANA” objects to the game world
- f. Test your game



b) ADDING A CHERRY

The Cherry is worth 60 points and travels at a speed of 6.

1. Add the cherry by:
 - a. Creating a Cherry Sprite called “Spr_Cherry”
 - b. Create a new game object called “obj_cherry”
 - c. Assign it the “spr_cherry” sprite
 - d. Give it the same behaviours \ instructions as the apple and banana but change:
 - i. Speed = 6
 - ii. Points = 60
- e. Add two “OBJ_CHERRY” objects to the game world
- f. Test your game



C) ADDING THE STRAWBERRY

The Strawberry is worth 80 points and travels at a speed of 8.



2. Add the strawberry by:
 - a. Creating a Strawberry Sprite called “Spr_Strawberry”
 - b. Create a new game object called “obj_strawberry”
 - c. Assign it the “spr_strawberry” sprite
 - d. Give it the same behaviours \ instructions as the apple and banana but change:
 - i. Speed = 8
 - ii. Points = 80
 - e. Add two “OBJ_STRAWBERRY” objects to the game world
 - f. Test your game

ADD MOVING BOMBS

Add in two moving bombs that move around the screen like the fruit. To do this think about how you set up the movement on the fruit.



Find out how to use the built sprite graphics editor to shade the moving bombs red