



# Scratch Homework #2

Prepared for Consultants in the NMSU Learning Games Lab:

## 1. Make a more complex Interactive Project:

Now that you have learned how to make and control sprites... we want you to think up a rough idea for a fitness toy. You already made an interactive aquarium, so don't do that again. Maybe your game idea can be the olympic decathlon, a haunted house, or a space shooter. Try and think of something that would be fun to play that might be turned into a fitness game at some point. Right now it does not have to be a game.

It must have:

- A custom background - drawing or photo image
- A sprite that bounces off the walls. It has at least 2 costumes and changes costume when it bounces. Also, give it a sound to play when it bounces as well. [Hint: see 1st script](#)
- A second sprite that responds to pressing the 4 arrow keys (meaning: it should move in the direction of the arrow pressed). It should have 4 costumes and change that costume depending which arrow key you press
- A third sprite that follows the mouse around, but also changes costume and plays a sound when clicked by a player [Hint: see 2nd scripts](#)



## 2. Be prepared to discuss

Be ready to tell us about your project and why you think it could be turned into a fitness game. Remember: we don't want you to make a fitness game. Just something interactive with a cool theme and an idea of why it might make a good game.



## 3. Save Modified Project:

Make sure you save the project with your name in the file name. Save it to a flash drive or a CD and bring it with you for Monday. You could also email it to Barbara (bchamber@nmsu.edu) and she can collect them. Be sure to put: Scratch Project 2: your\_name in the subject line.