STAGE 3 THE LOUVRE!

★ Chapter Objective

Learn how to use variables to keep score & make puzzle quiz games.

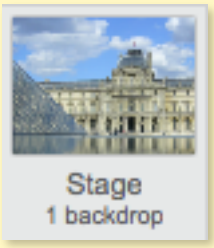
The Game

This is a two part game:
First, you'll face Rata's quiz.
Then, you'll have to put the puzzle pieces of *Mona Lisa* back together.

**** Download file "Scratch Stage 3"** → **Scratch Stage 3**

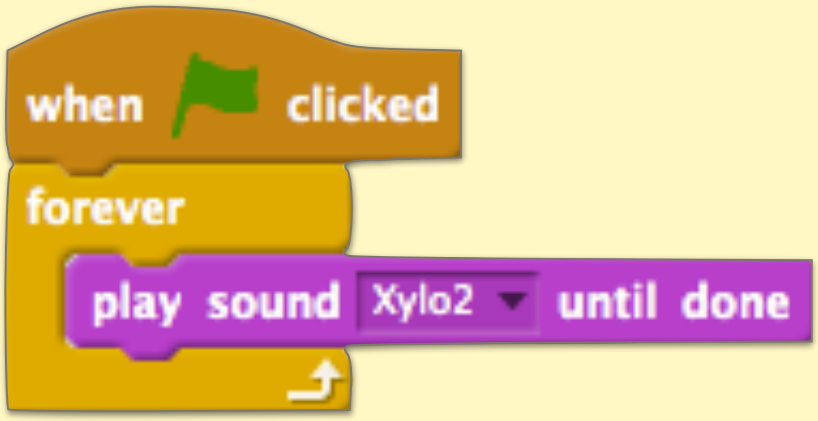
Program Background music for the Stage

1. Click the **"Stage"** →



2. Create the following stack:

"when  clicked"
"forever"
"play sound Xylo2 until done"

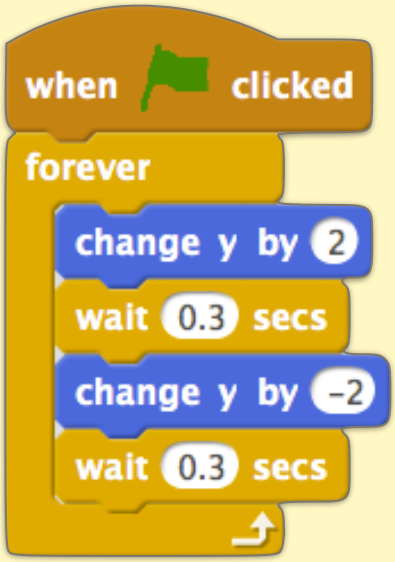


Program a floating effect for Rata

3. Click the **"Rata"** Sprite 

4. Create the following stack:

"when clicked"
"forever"
"change y by 2"
"wait .3 secs"
"change y by -2"
"wait .3 secs"

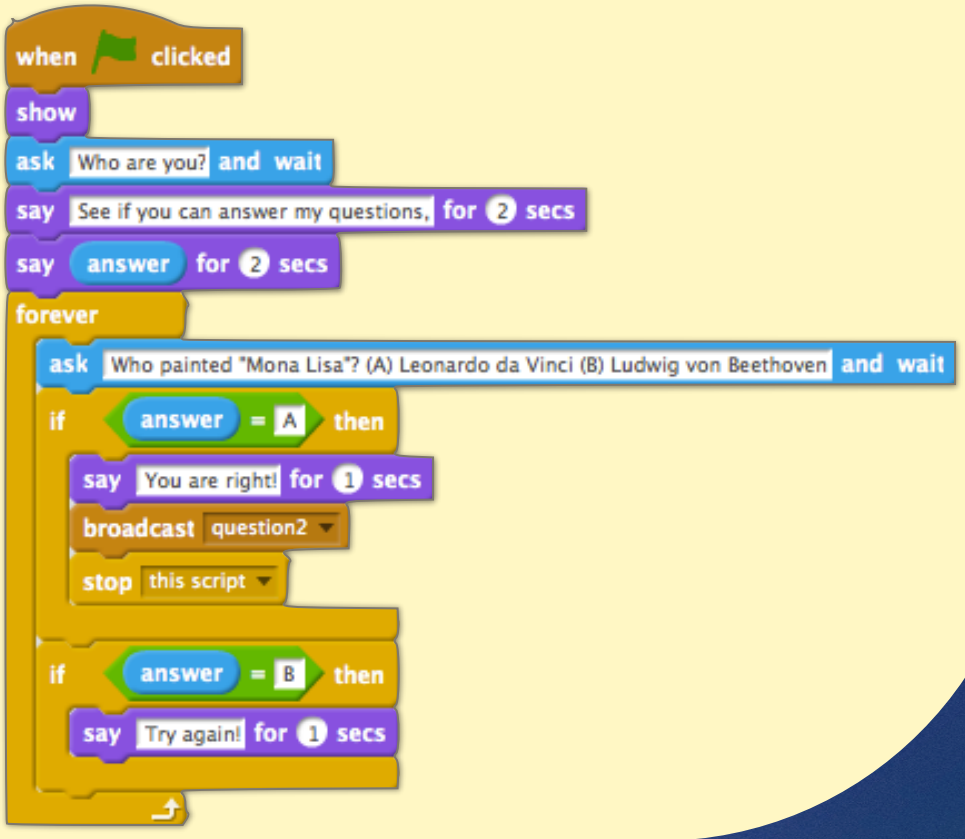


Program Introduction & Question 1 of Rata's Quiz

5. Create the following stack:

"when clicked"
"show"
"ask Who are you? and wait"
"say See if you can answer my questions. for 2 secs"
"say answer for 2 secs"
"forever"
"ask *[Insert your own question. Make the correct Answer A]* and wait"
"if" { answer = A } "then"
"say You are right! for 1 secs"
"broadcast question 2"
"stop this script"

"if" { answer = B } "then"
"say Try again! for 1 secs"



Program Question 2 of Rata's Quiz

6. Create the following stack:

"when I receive question 2"
"forever"
"ask *[Insert your own question. Make the correct Answer B]* and wait"
"if" { answer = A } "then"
"say Try again! for 1 secs"

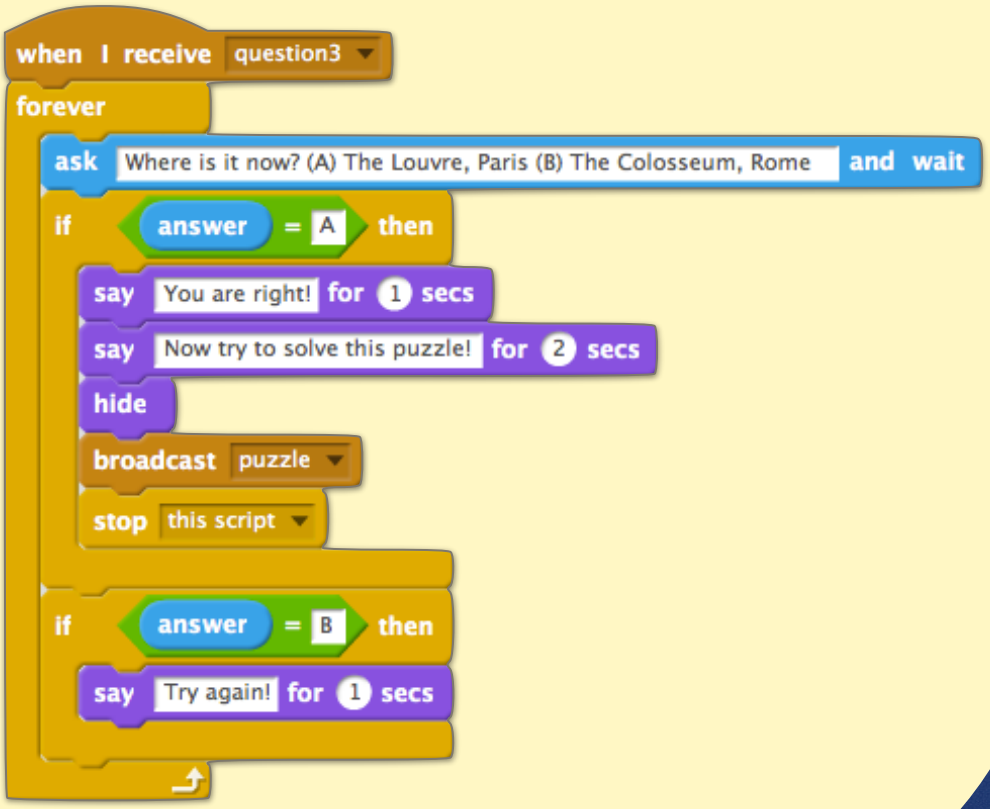
"if" { answer = B } "then"
"say You are right! for 1 secs"
"broadcast question 3"
"stop this script"

Program Question 3 of Rata's Quiz

7. Create the following stack:

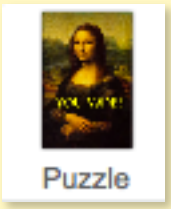
"when I receive question 3"
"forever"
"ask *[Insert your own question. Make the correct Answer A]* and wait"
"if" { answer = A } "then"
"say You are right! for 1 secs"
"say Now try to solve this puzzle for 2 secs"
"hide"
"broadcast puzzle"
"stop this script"

"if" { answer = B } "then"
"say Try again! for 1 secs"

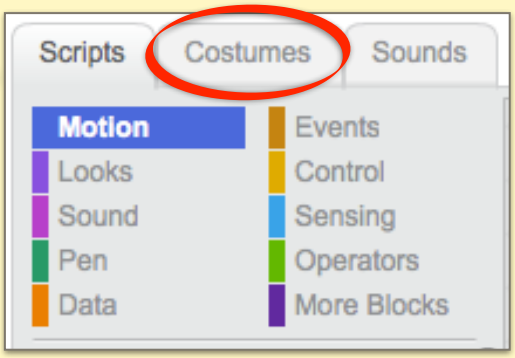


Look at the Puzzle Sprite Costumes

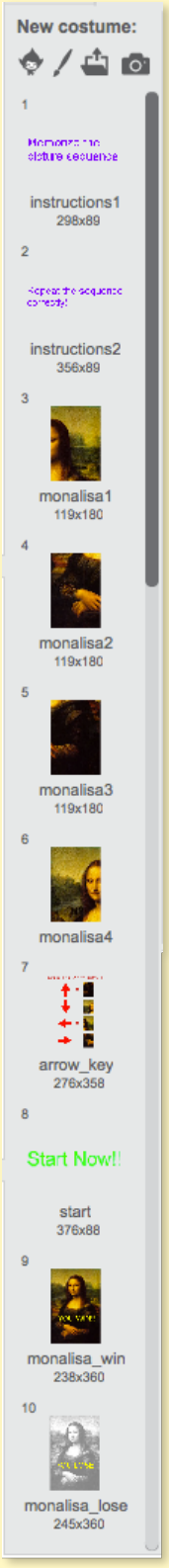
8. Click the **"Puzzle"** Sprite



9. Click the **"Costumes"** tab



10. Look at all the 10 costumes in the Puzzle Sprite:



Instruction Screens

4 parts of the puzzle
(creating artwork Mona Lisa)

Direction Screen
(*how to move the puzzle pieces)*

Start Screen

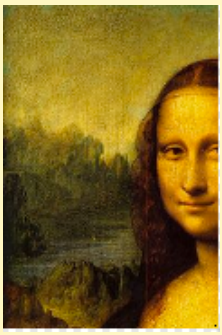
Win Screen

Lose Screen

Piece 3

=

Piece 4



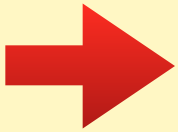
=

Piece 1

=

Piece 2

=



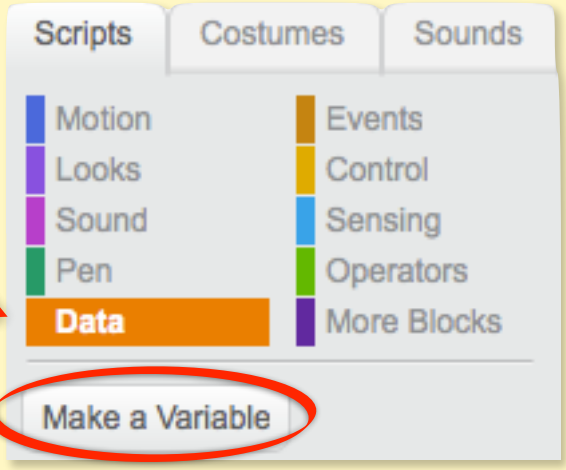
Create a "Chance" variable

(this will give the player a couple chances/lives to solve the puzzle)

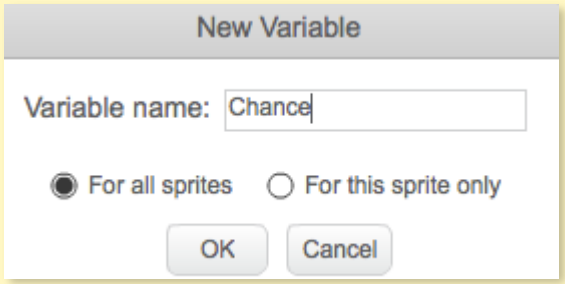
*Variables are used to keep track of points, health, lives, etc…

11. Click the "**Data**" Script

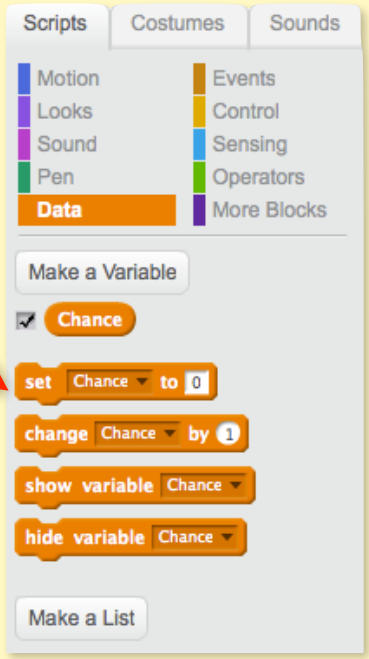
12. Click "**Make a Variable**"



13. Name the variable: "Chance:



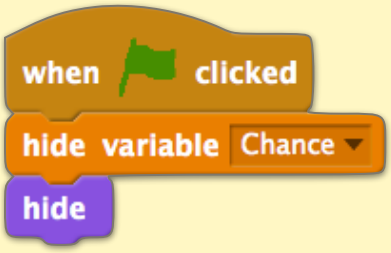
*** You will now have 4 data scripts to use!!!*



Hide the "Chance" variable for the Quiz part of the game

14. Create the following stack:

"when clicked"
"hide variable Chance"
"hide"



Program the order of how the Puzzle Piece costumes will appear

15. Create the following stack:

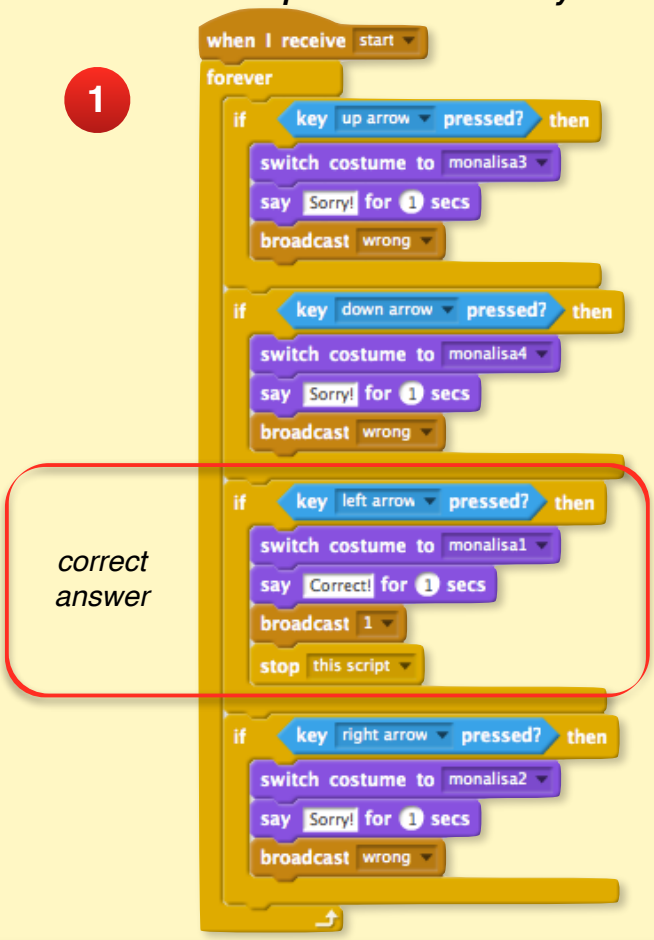
"when I receive puzzle"
"go to x: 0 y: 0"
"show variable Chance"
"switch costume to instructions1"
"show"
"wait 2 secs"
"switch costume to monalisa1"
"wait 1 secs"
"switch costume to monalisa2"
"wait 1 secs"
"switch costume to monalisa3"
"wait 1 secs"
"switch costume to monalisa4"
"wait 1 secs"
"switch costume to instructions2"
"wait 2 secs"
"switch costume to arrow_key"
"wait 6 secs"
"switch costume to start"
"broadcast start"

Program the right answers to each of the 4 Mona Lisa Puzzle Pieces

16. Create the following 4 stacks:

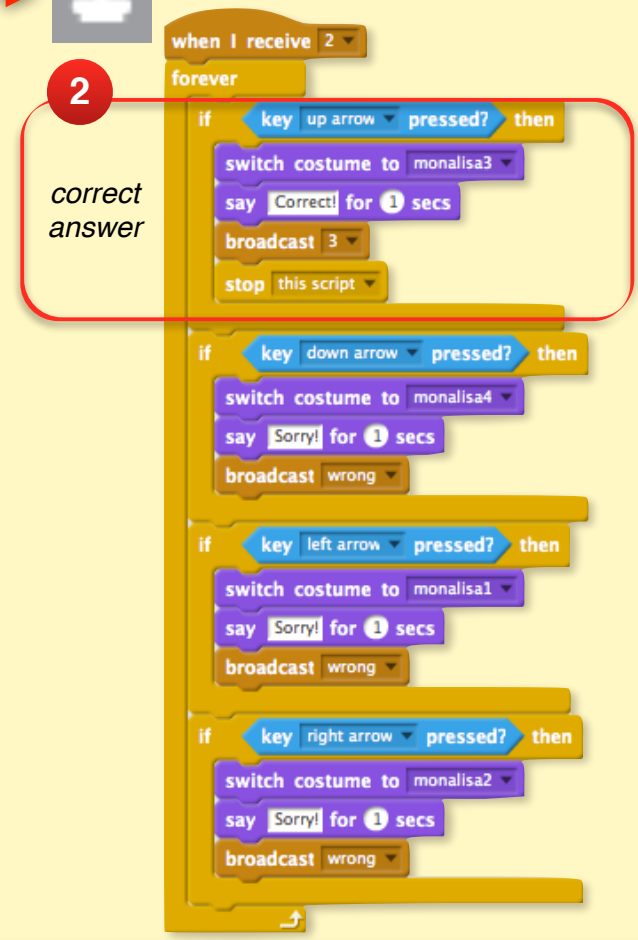
Use the Duplicate tool to save yourself time!

1



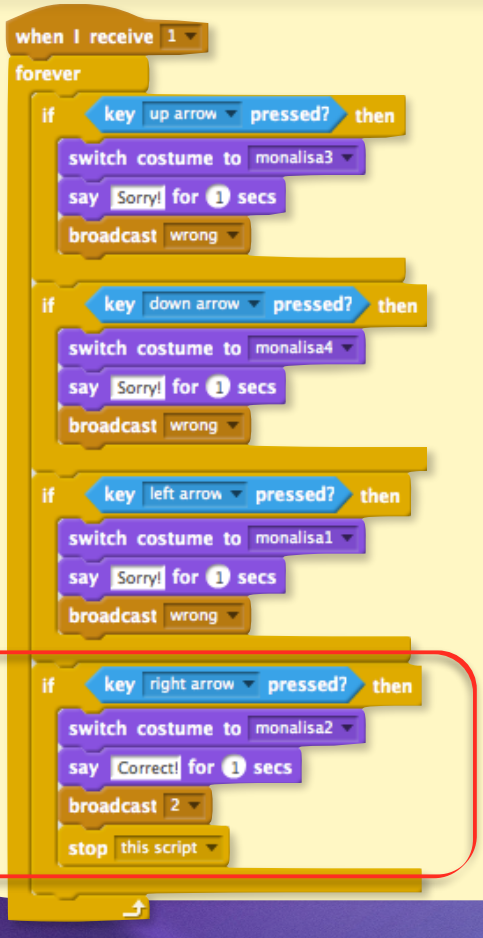
correct answer

2



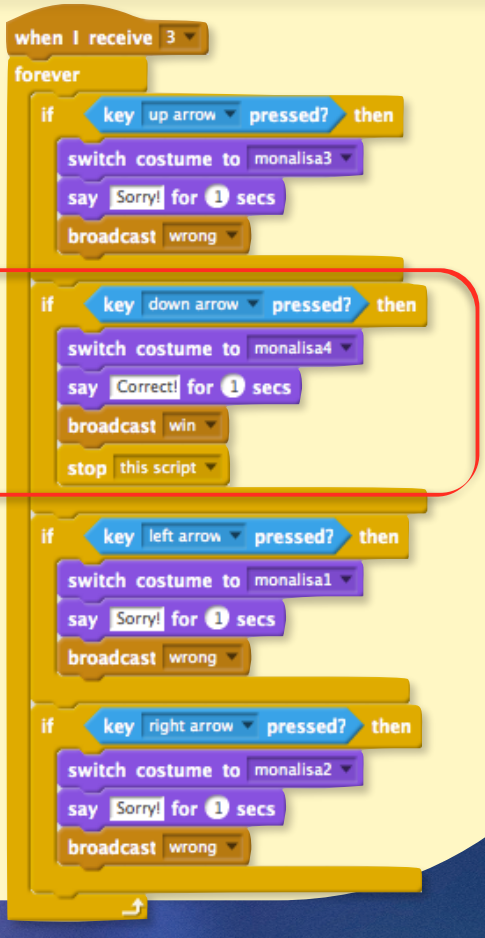
correct answer

3



correct answer

4



correct answer

Program the player's "chance" subtracts by 1, when a question is answered incorrectly.

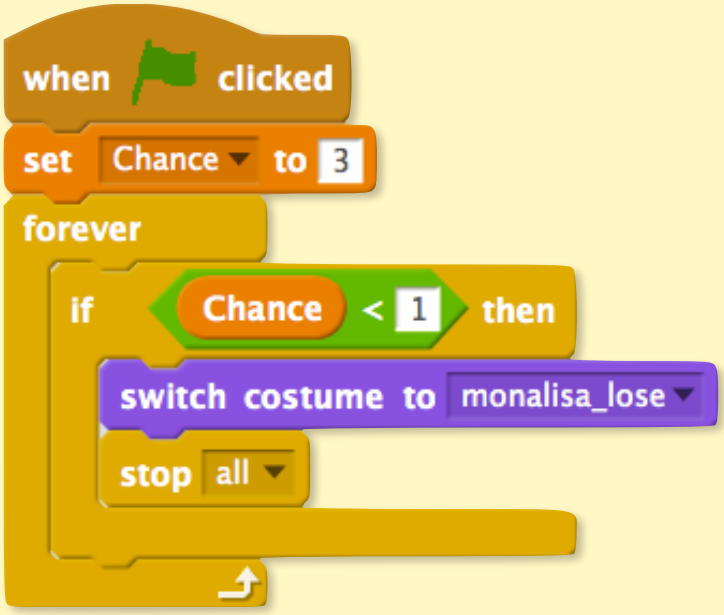
17. Create the following stack:

"when I receive wrong"
"set Chance by -1"
"wait 1 secs"

Program when the Losing Screen will appear

18. Create the following stack:

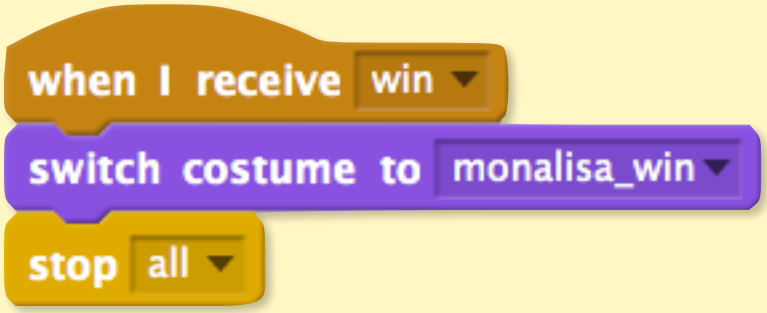
"when clicked"
"set Chance to 3"
"forever"
"if" { Chance < 1 } "then"
"switch to costume monlisa_lose"
"stop all"



Program when the Winning Screen will appear

19. Create the following stack:

"when I receive win"
"switch to costume monalisa_win"
"stop all"



You just created a quiz & puzzle with variables!!!!!!

*Remember, **variables** are used to keep track of points, health, lives, etc...