

# 9 STAGE

## THE FINAL FIGHT

### ★ Chapter Objective

Learn how to design a boss battle game, with multiple fight moves & health bars.

### The Game

Take control of Scratchy for the Final Fight with the Dark Wizard. Use his saber spin, saber throw, and force attack to defeat him.

1 \* Download file "Scratch Stage 9" → Scratch Stage 9

2 Click "Cat" Scratchy →



3 Program Scratchy to **change costumes & yell "Fight!" to the dark wizard!**

```
when clicked
  point in direction 90
  go to x: -180 y: -60
  clear graphic effects
  show
  switch costume to Saber_on1
  wait 0.15 secs
  switch costume to Saber_on2
  wait 0.15 secs
  switch costume to Saber_on3
  wait 0.15 secs
  switch costume to Saber_fight1
  say Fight!! for 0.5 secs
  forever
    point towards Dark
```

4 Program Scratchy to move left & right

```
when green flag clicked
wait 1 secs
forever
  if key left arrow pressed? then
    broadcast left and wait
  if key right arrow pressed? then
    broadcast right and wait
```

```
when I receive left
change x by -40
```

```
when I receive right
change x by 40
```

7 Program Scratchy to jump when the up arrow is pressed

```
when green flag clicked
wait 1 secs
forever
  if key up arrow pressed? then
    switch costume to Saber_fight2
    broadcast jump and wait
  repeat until y position = -60
    change y by -10
  switch costume to Saber_fight1
```

8 Program how high Scratchy can jump

```
when I receive jump
broadcast jump sound
repeat 6
  change y by 30
  wait 0.02 secs
```

9 Program a Sound Effect for when Scratchy jumps

```
when I receive jump sound
play sound jump
wait 2 secs
stop all sounds
```

10

### Broadcast Scratchy's Attack Moves!

```
when green flag clicked
  wait 1 secs
  forever
    if key 1 pressed? then
      hide
      broadcast Attack1 and wait
    if key 2 pressed? then
      hide
      broadcast Attack2 and wait
    if key 3 pressed? then
      hide
      broadcast Attack3 and wait
```

11

### Program Scratchy's Saber Spin costume to show

```
when I receive show1
  go to Saber Spin
  show
```

### Program Scratchy's Saber Throw costume's to show

```
when I receive show2
  go to Saber Throw
  show
```

### Program Scratchy's Force Attack costume's to show

```
when I receive show3
  go to Force Attack
  show
```

12

Broadcast Scratchy's starting Health Points

```

when green flag clicked
  set HP to 100
  hide variable HP
  play sound Saber until done
  forever
    if touching Fireball ? or touching Dark ? then
      change HP by -5
      play sound Hurt
      repeat 10
        change color effect by 25
      clear graphic effects
  
```

13

Broadcast Lose screen if Scratchy loses all his Health

```

when green flag clicked
  wait 1 secs
  forever
    if HP < 0 or HP = 0 then
      broadcast lose and wait
  
```

14

Click "Saber Spin" Scratchy



Saber Spin

15

Program Scratchy's Saber Spin costume to hide

```

when clicked
hide
forever
  go to Cat
  point towards Dark

```

16

Program Scratchy's Saber Spin around in a circle

```

when I receive Attack1
show
repeat 36
  next costume
hide
broadcast show1 and wait

```

17

Program a Sound Effect for the Saber Spin

```

when I receive Attack1
play sound Spin until done

```

18

Program the Dark Wizard to Lose 100 HP if Scratchy's Saber Spin touches him.

```

when clicked
forever
  if touching Dark ? then
    change Dark HP by -100
    wait 1 secs

```

19

Click "Ring" Sprite



Ring

20

Program the Ring to **forever** appear in the right place.



21

Program the Ring to **Appear during the attack move**

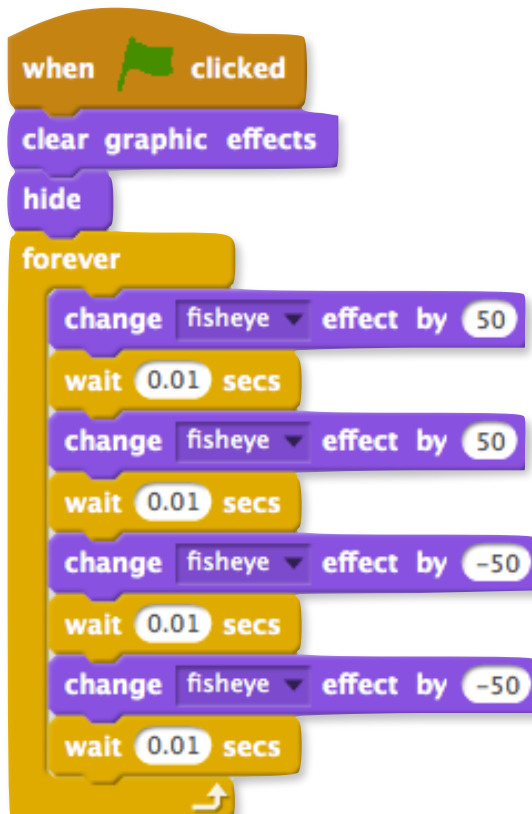


Program the Ring to **Hide after the attack move**



22

Program a **Fisheye** animation for the Ring



23

Click "Saber Throw" Scratchy



24

Program the Saber Throw to **forever** appear in the right place.



25

Program the Saber Throw to **Appear** during the attack move



Program the Saber Throw to **Hide** after the attack move



26

Click "Thrown Saber" Sprite



27

Program the Dark Wizard to **Lose 100 HP** if **Scratchy's Saber Spin** touches him.



28 Program the Thrown Saber to **Hide** in the beginning

```
when green flag clicked  
hide
```

29 Program a **Sound Effect** for the Saber Throw

```
when I receive Attack2  
play sound Saber Throw until done
```

30 Program the Thrown Saber to **launch towards the Dark Wizard and change into Explosion costume when it hits him.**

```
when I receive Attack2  
go to Cat  
point towards Dark  
switch costume to saber1  
go to front  
show  
wait 0.2 secs  
glide 0.5 secs to x: x position of Dark y: y position of Dark  
if touching Dark ? then  
switch costume to saber2  
wait 0.1 secs  
switch costume to saber3  
wait 0.1 secs  
switch costume to saber4  
wait 0.1 secs  
hide  
broadcast show2 and wait  
else  
wait 0.3 secs  
hide  
broadcast show2 and wait
```

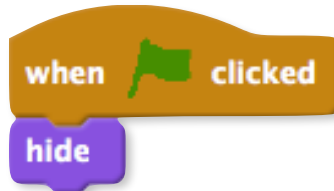


31

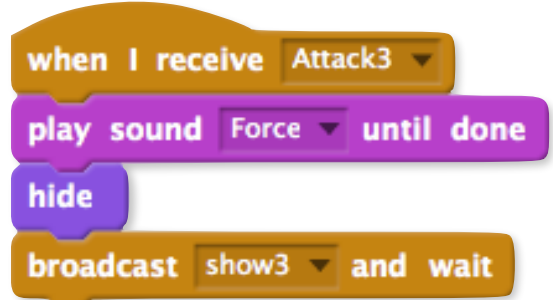
Click "Force Attack" Scratchy



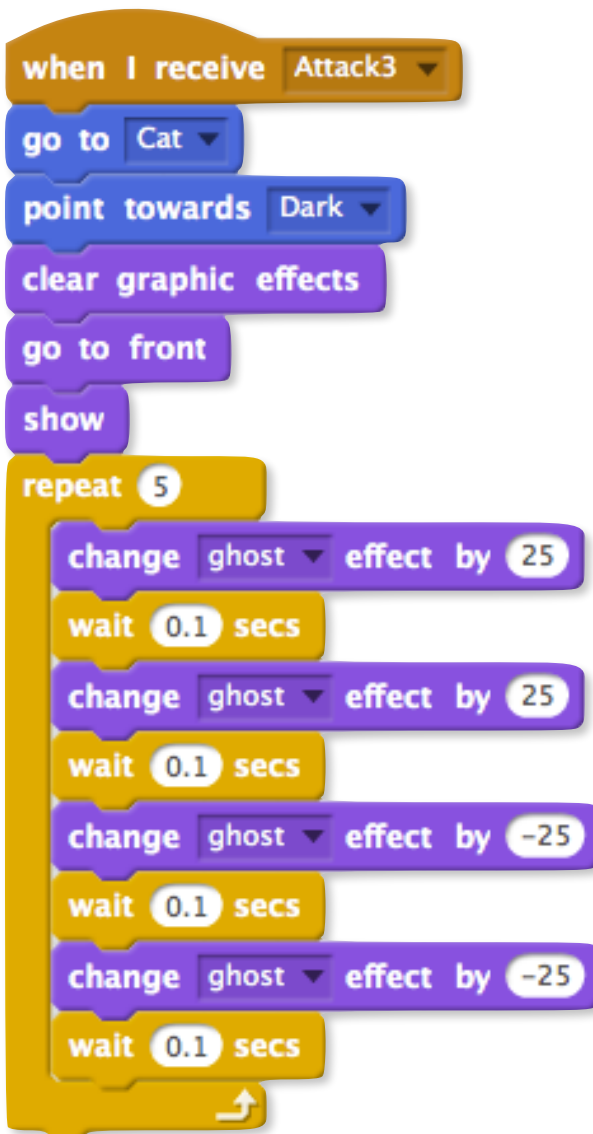
32

Program the Thrown Saber to **Hide** in the beginning

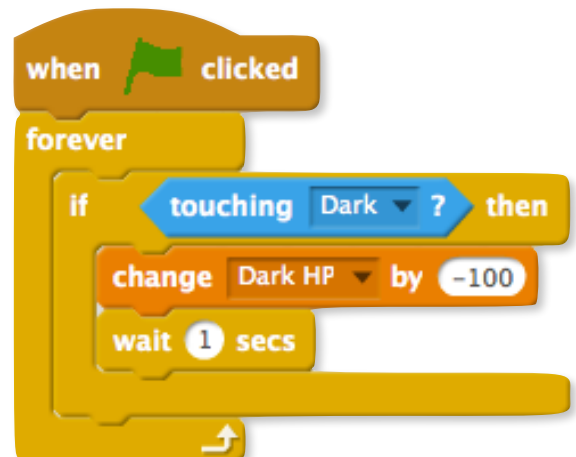
33

Program a **Sound Effect** for the Force Attack

34

Program a **Ghost Effect** to make the Force Attack's light flash

35

Program the Dark Wizard to **Lose 100 HP** if Scratchy's Force Attack touches him

36

Program Scratchy to **use this attack while jumping**

37

Click "Dark" Wizard



38

Program the Thrown Saber to **Hide** in the beginning

```

when green flag clicked
go to x: 170 y: -30
clear graphic effects
set size to 65 %
show
  
```

39

Program a **Sound Effect** for the Force Attack

```

when green flag clicked
set Dark HP to 3000
show variable Dark HP
forever
  point towards Cat
  
```

40

Program the Dark Wizard to **Randomly glide** around the map

```

when green flag clicked
wait 1 secs
forever
  glide pick random 0.5 to 2 secs to x: pick random -85 to 170 y: -30
  wait 1 secs
  
```

41

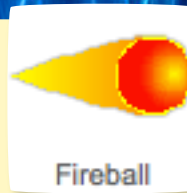
Program the Dark Wizard **Change Color Effect** if one of Scratchy's attacks hits him

```

when green flag clicked
wait 1 secs
forever
  if touching Saber Spin ? or touching Thrown Saber ? or touching Force Attack ? then
    repeat 10
      change color effect by 25
    clear graphic effects
  if Dark HP < 0 or Dark HP = 0 then
    hide
    broadcast win and wait
  
```

42

Click "Fireball" Sprite



Fireball

43

Program a **Sound Effect** for the Dark Wizard's Fireball

```

when I receive Dark Attack
  play sound Dark Attack until done
  
```

44

Program a **Fisheye** animation for the Fireball

```

when clicked
  clear graphic effects
  forever
    change fisheye effect by 20
    wait 0.01 secs
    change fisheye effect by 20
    wait 0.01 secs
    change fisheye effect by -20
    wait 0.01 secs
    change fisheye effect by -20
    wait 0.01 secs
  
```

45

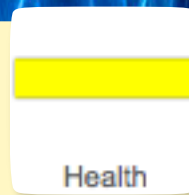
Program **how often** the Dark Wizard uses his Fireball attack

```

when clicked
  hide
  wait 1 secs
  forever
    wait pick random 1 to 5 secs
    go to Dark
    point towards Cat
    show
    broadcast Dark Attack
    repeat 60
      move 8 steps
      if touching Cat ? then
        wait 0.25 secs
        hide
      if touching edge ? then
        hide
    if Dark HP < 0 or Dark HP = 0 then
      stop this script
  
```

46

Click "Health" Sprite



47

Program the Health Bar to become smaller each time HP is subtract. Also, the Health bar will change color when it is less than 20 HP

```

when clicked
  go to x: -241 y: 130
  show
  forever
    set color effect to 0
    set size to HP %
    if HP < 21 then
      set color effect to 170
    if HP < 0 or HP = 0 then
      hide
  
```

48

Click "Health Box" Sprite



49

Set the Health Box's Starting Position

```

when clicked
  go to x: -264 y: 153
  show
  
```

50

Click "Dark Health" Sprite



51

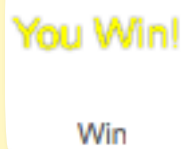
Program the Dark Wizard to change costumes as he loses health

```

when clicked
  go to x: 180 y: 140
  switch costume to dark1
  set size to 40 %
  forever
    if 2500 > Dark HP and Dark HP > 2000 then
      switch costume to dark2
    if 2000 > Dark HP and Dark HP > 1500 then
      switch costume to dark3
    if 1500 > Dark HP and Dark HP > 1000 then
      switch costume to dark4
    if 1000 > Dark HP and Dark HP > 500 then
      switch costume to dark5
    if 500 > Dark HP and Dark HP > 0 then
      switch costume to dark6
    if 0 > Dark HP or Dark HP = 0 then
      switch costume to dark7
  
```

52

Click "Win" Sprite



53

Program the starting location of the Win Screen

```

when clicked
  go to x: 0 y: 50
  hide

```

54

Program the Win Screen to appear only if the players beat the game

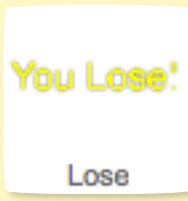
```

when I receive win
  show
  stop all

```

55

Click "Lose" Sprite



56

Program the starting location of the Lose Screen

```

when clicked
  go to x: 0 y: 50
  hide

```

57

Program the Lose Screen to appear only if the players lose all their health points and die.

```

when I receive lose
  show
  stop all

```



You just created a Final Boss Battle,  
 Now Defeat the Dark Wizard for the FINAL TIME!!!