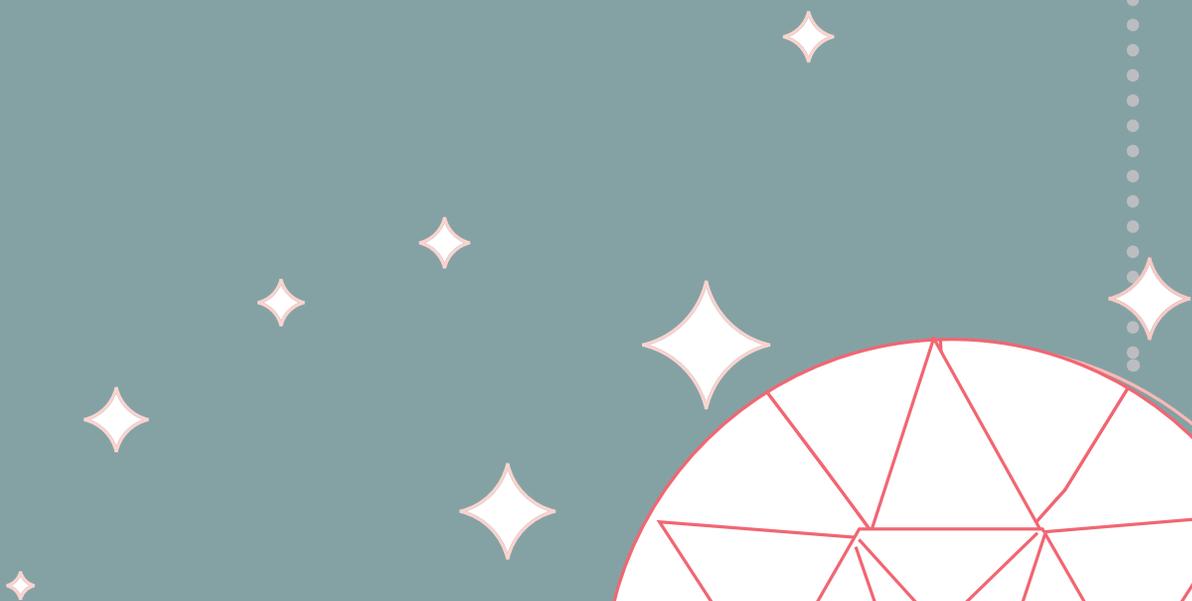
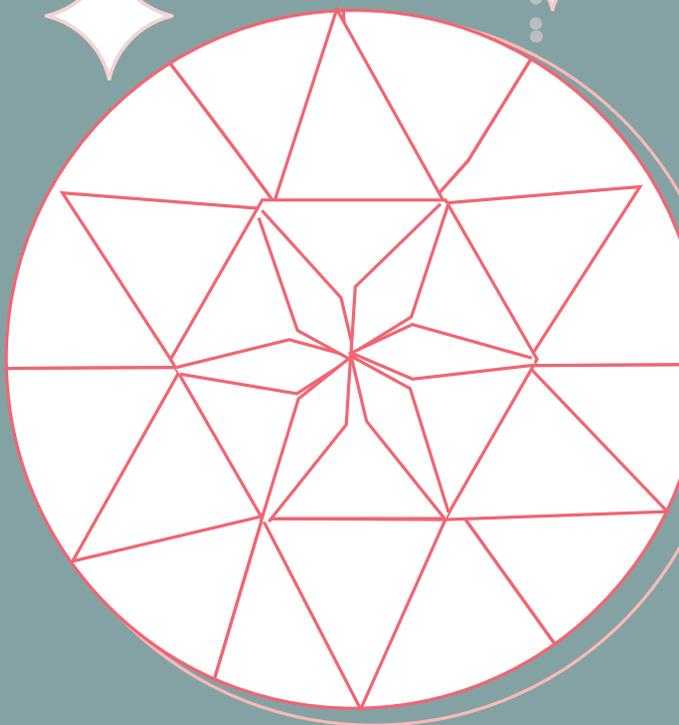


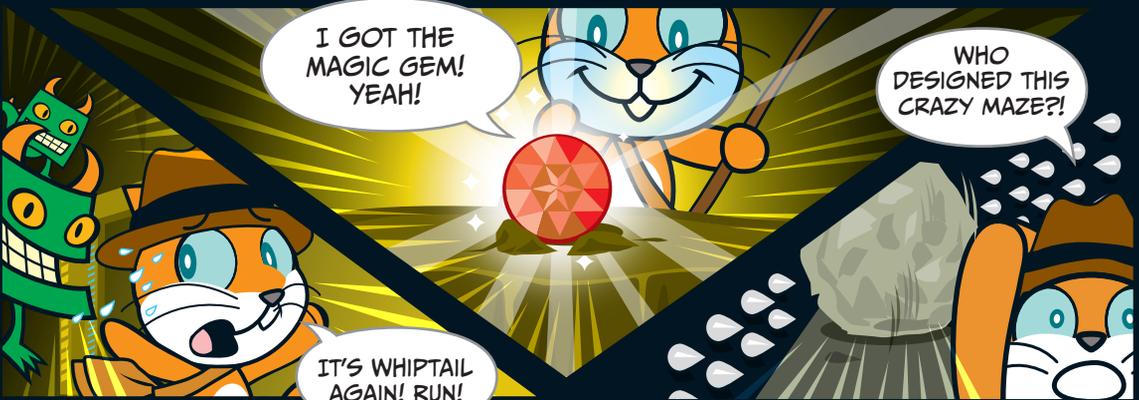
**WIZARD'S
RACE!**

8 STAGE



STAGE

8



I GOT THE MAGIC GEM! YEAH!

WHO DESIGNED THIS CRAZY MAZE?!

IT'S WHIPTAIL AGAIN! RUN!



WHEW. I GOT IT, GUYS!

MAGIC PORTAL?



WOW, WHERE ARE WE?



THE MAGIC GEM BROUGHT US TO THE LAND OF MAGIC.

RATA? WHY ARE YOU HELPING US?



NEVER MIND ABOUT THAT. USE THIS MAGIC BROOM TO RACE TO THE SECOND GEM BEFORE THE DARK WIZARD GETS IT!

THIS BROOM IS AN OLD MODEL, SO YOU'LL NEED TO WAVE YOUR WAND TO MAKE IT GO FAST!

MEOW! THANKS FOR THE TIP.



SORCEROR'S CHALLENGE

8 STAGE

+ Chapter Focus

Learn how to control the Stage with multiple costumes, play music with Scratch, and create other animations.

The Game

This is a simple “button-mashing” game. Rapidly press two keys back and forth to make Scratchy fly. He needs to beat all three levels within 15 seconds to collect the second Magic Gem.

Open the Scratch project **08 - Wizard's Race.sb2** (File ▶ Upload from your computer). This project file has all the sprites you'll need, but it doesn't have any programs yet. We can customize how it looks later. For now, we'll focus on the programming.

First, let's take a look at the Stage. It has three backdrops. We'll use these as levels for Scratchy's ride on the broomstick.



8 STAGE



Write program **1** for the Stage to set its first backdrop. Program **2** changes the Stage's backdrop when it receives the **next level** broadcast.

Tip: You'll need to choose **new message...** in the dropdown menu of the **when I receive** block to create the **next level** broadcast.

```
1 when green flag clicked
  switch backdrop to Stage1

2 when I receive next level
  next backdrop
  wait 1 secs
```



Create a **LEVEL** variable, and then write programs **3** and **4**. Program **3** makes sure that we start at level 1. Program **4** listens for the **next level** broadcast from program **4** on page 124 and increases the **LEVEL** variable by 1.

```
3 when green flag clicked
  set LEVEL to 1

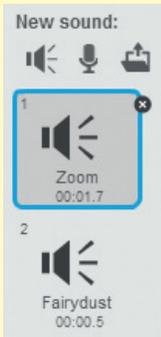
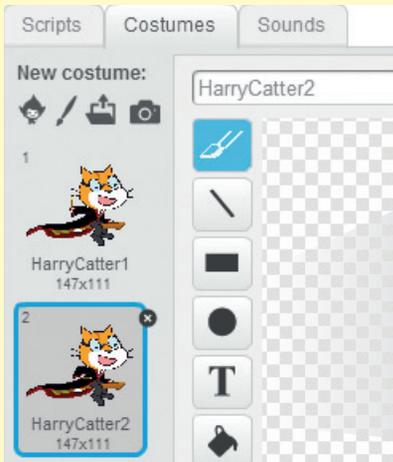
4 when I receive next level
  change LEVEL by 1
```

```
5 when I receive Start
  reset timer
  forever
  6 set TIME to 15 - timer
    if TIME < 0 then
      broadcast LOSE
```

Create a second variable called **TIME**, and then write program **5**, which gives you 15 seconds to complete the race. Program **6** broadcasts **LOSE** when you've run out of time.

Tip: Program **6** has a couple tricky things in it. First, you'll need to create a new **Start** broadcast in the **when I receive** block. The script also makes use of Scratch's built-in **timer** variable and uses some special commands from the **Operators**, **Events**, **Sensing**, and **Data** palettes. You need to use the **reset timer** block in program **6**, as Scratch's **timer** starts just as soon as you open the game again after you've lost, too.

Next, we'll program the sprite for Scratchy the wizard. The sprite is called **Harry-Catter** and has two costumes. We'll give him two sound effects, too, in the **Sounds** tab.



Then write program 1 to set his starting costume and position. Program 2 makes him float up and down.

```
1 when green flag clicked
  go to x: -135 y: 65
  switch costume to HarryCatter2
  go to front

2 when green flag clicked
  forever
    change y by 2
    wait 0.3 secs
    change y by -2
    wait 0.3 secs
```



8 STAGE

Program 3 controls how Scratchy moves. The player will need to press the left and right arrow keys, one after another, to move Scratchy.

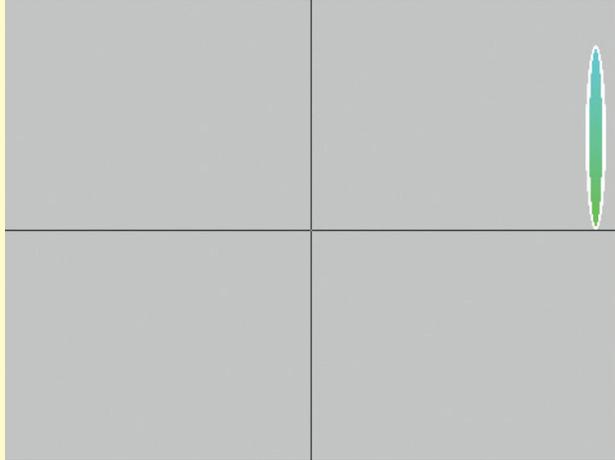
```
3 when I receive Start
  forever
    if key left arrow pressed? and key right arrow pressed? then
      move 0 steps
    if key left arrow pressed? and not key right arrow pressed? then
      switch costume to HarryCatter1
      move 10 steps
      wait until key right arrow pressed? and not key left arrow pressed?
      switch costume to HarryCatter2
      move 10 steps
```

Can you see how this program works? The player can start with either the right or left arrow. The `not` block makes sure the player doesn't "cheat" by pressing both the right and left arrow keys at the same time.

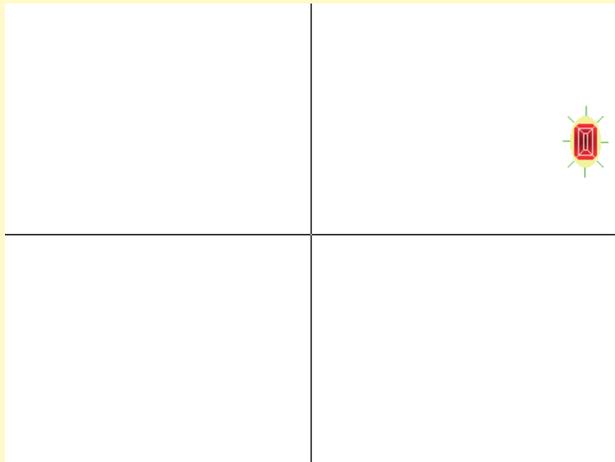
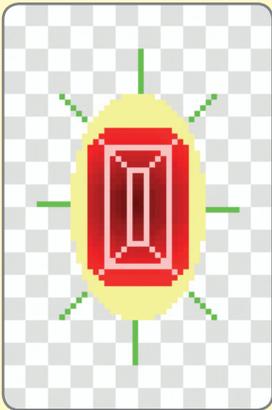
```
4 when I receive Start
  repeat 2
    wait until touching Magic ?
    play sound Fairydust
    play sound Zoom
    broadcast next level
    go to x: -135 y: 65
    say Next Level! for 0.5 secs
  say Get the Magic Gem! for 1 secs
  wait until touching Magic ?
  broadcast WIN
```

Finally, write program 4 so that once Scratchy reaches the **Magic** sprite, sound effects will play, **next level** is broadcast, and Scratchy says "Next Level!" Remember that the **next level** broadcast will make the Stage change backdrops.

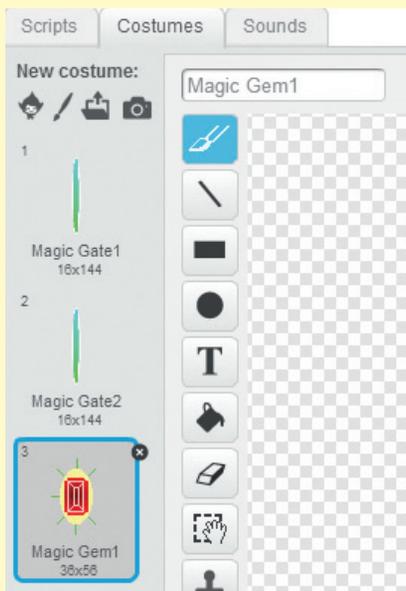
After that loop repeats twice, the player is on the third level. Scratchy will now say "Get the Magic Gem!" and broadcast **WIN** if he reaches the Magic sprite in time.



Now let's take a look at the costumes for Magic, the sprite that is our Magic Gate and the Magic Gem. The sprite will appear on the right of the Stage, and it will serve as Scratchy's goal for each of the three levels.



8 STAGE



```
1 when green flag clicked
  go to x: 0 y: 0
  switch costume to Magic Gate1
  forever loop
    change color effect by 10

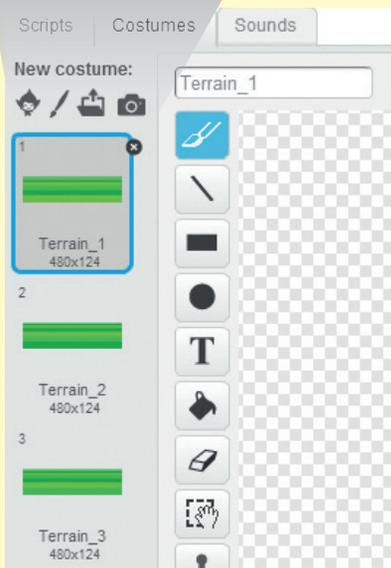
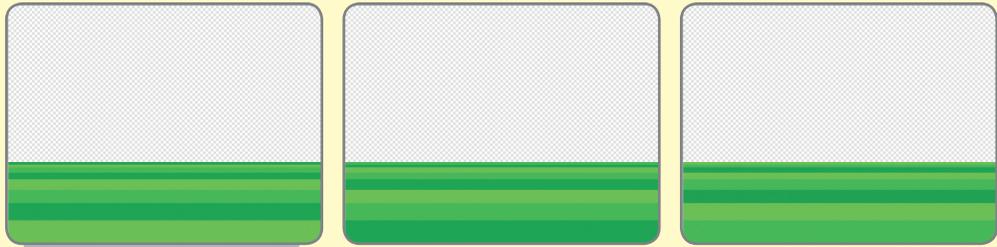
2 when I receive next level
  next costume

3 when green flag clicked
  forever loop
    change y by 2
    wait 0.3 secs
    change y by -2
    wait 0.3 secs
```



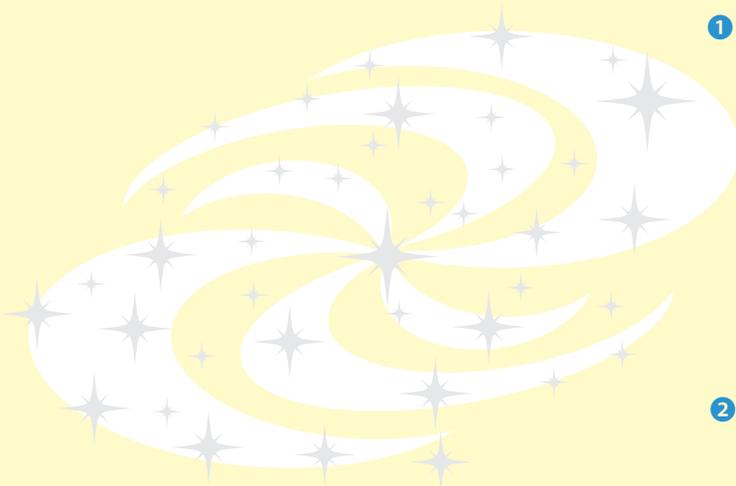
Here are those costumes for this sprite. We'll change costumes with each level, with the Magic Gem as Scratchy's goal for the third level. (That's why we have two Magic Gate costumes and one Magic Gem costume—we have three levels.)

Program 1 sets the sprite's position and its first costume and creates a `change color` animation. Program 2 changes the costume with each `next level` broadcast, and program 3 makes the sprite float up and down.



Now we can add some magical visual effects to our game. There is a sprite called **Terrain** that has these three costumes.

Next, write program 1 to continuously change the Terrain sprite's costumes and set its starting position. This gives a neat animated effect to the ground. Program 2 makes the Terrain change colors magically!



```

1 when green flag clicked
  go to x: 0 y: 0
  switch costume to Terrain_1
  forever
    wait 0.05 secs
    switch costume to Terrain_2
    wait 0.05 secs
    switch costume to Terrain_3
    wait 0.05 secs
    switch costume to Terrain_1

2 when green flag clicked
  forever
    change color effect by 1
  
```

8 STAGE

Now it's time for the text for our game. The **Titles** sprite has a bunch of instructions for the player. We'll use its Countdown_3, Countdown_2, Countdown_1, and Go costumes to create a countdown to start this race!



New costume:

1
Instruction
487x89

2
Ready?
Ready
264x88

3
3
Countdown_3
57x88

4
2
Countdown_2
57x88

5
1
Countdown_1
57x88

6
GO!!
Go
173x88

7
You Win!
Win
336x88

8
You Lose!!
Lose
364x88

Hit L & R keys to fly through 3 levels within 15 seconds!!

Ready?

3

2

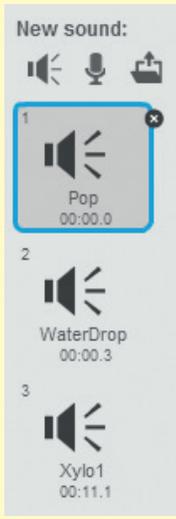
1

GO!!

You Win!!

You Lose!!

The Titles sprite has three sounds. You can add your own in the **Sounds** tab.



Write program **1** to set the order of each costume. We use the `play note` and `play sound` blocks to add fun noises to the game.

```

1 when green flag clicked
  go to x: 0 y: 0
  switch costume to Instruction
  repeat 3
    play sound Pop
    show
    wait 0.4 secs
    hide
    wait 0.1 secs
  switch costume to Ready
  show
  play sound WaterDrop until done
  wait 0.5 secs
  set instrument to 87
  switch costume to Countdown_3
  play note 60 for 0.8 beats
  switch costume to Countdown_2
  play note 60 for 0.8 beats
  switch costume to Countdown_1
  play note 60 for 0.8 beats
  switch costume to Go
  play note 72 for 0.8 beats
  wait 0.5 secs
  hide
  broadcast Start
  forever
    set volume to 50 %
    play sound Xylo1 until done
  
```

Here's that **Start** broadcast at long last. Remember that this is what the Stage and Scratchy are waiting for!

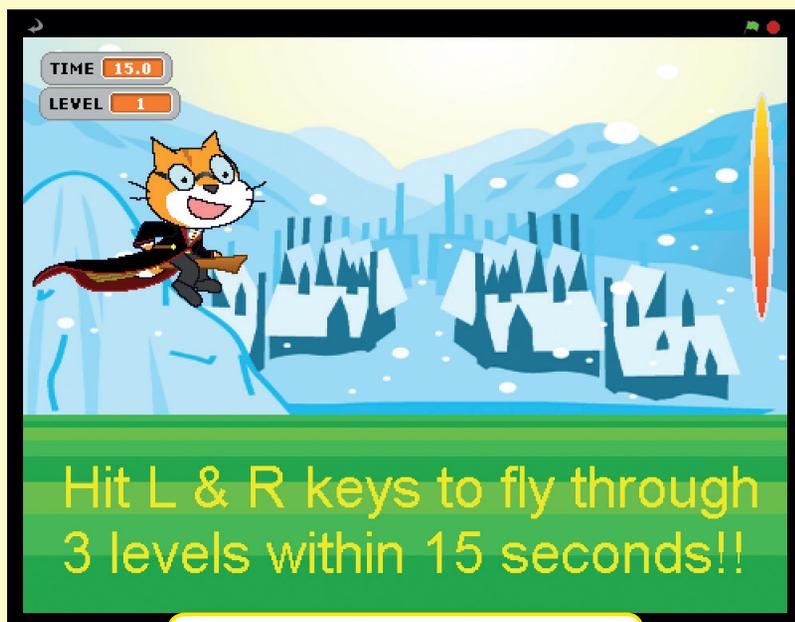
```

2 when I receive WIN
  switch costume to Win
  show
  stop all

3 when I receive LOSE
  switch costume to Lose
  show
  stop all
  
```

Finally, write programs **2** and **3** for the winning and losing screens, depending on whether the Titles sprite receives the **WIN** or **LOSE** broadcast. And now our game is complete!

8 STAGE



Save your project, and get ready for a race!
Click , put your fingers on the keys, and get ready to set a speed record.



Scratchy's Challenge!!

Can you edit this game to make it a two-player race? How about a two-person watermelon-eating contest? Give it a try!