

# Guessing Game in Scratch

## Brief

You are required to write a guessing game using Scratch. The goal is to guess a number randomly generated by the computer with no guess limit. The game should inform you if the number is higher or lower than the number you guessed.

## Specifications:

1. Must be a number guessing game
2. The computer must generate a random number between 1 and 10
3. Your program must ask the user to guess what that random number is.
4. Must tell user if they are correct or incorrect
5. If incorrect, tell them if the number is higher or lower
6. The user will play 5 rounds of the guessing game
7. The game will keep track of the number of guesses the user has made
8. At the end of the game tell the user how many guesses it took them to guess the 5 numbers.

## Extension

- Only 5 guesses for each number (this may need to increase if you increase the range)
- Some random 'appropriate insults' for the incorrect guess
- Changing the range of the random number that is generated (eg 1-100 or 15-74)
- Adding hotter and cooler for if the user is getting closer or further away
- Personalise by using the players name throughout
- At the end, show a certain message linked to the number of guesses i.e. <10 / 10-20 / >20

## How are you going to go about this?

As with any big task, you have to break it down into smaller "bite sized" tasks. In programming this is known as "decomposing the task". You then attempt to code the small task, test it and move on to the next.

So what's your first task? See below and make sure you document as you go.



## URL LINK TO MY SCRATCH PROGRAM

### 1. Get a program to ask a question

Hint- it's in the "sensing" section. Don't forget to test each stage to make sure it works!



Paste the answer here.

### 2. Set up a random number generator

1. create a variable

RandomNumber

2. Set it up so that it can randomly generate numbers using

pick random 1 to 10

Paste Code here: Don't forget to test it lots of times

### 3. Get a program to check if they got the right answer

Hint- it's in the "sensing" section. Don't forget to test each stage to make sure it works!  
To compare use the:





and



Paste the answer here.

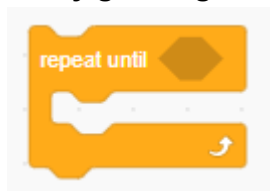
**4. If they get the number wrong. Get the program to check if the number is higher or lower and report back to the user.**

Hint: To check if a number is greater than another number use



Paste Code here:

**5. Loop the guesses until they get it right.**



Hint- you will need to use



Paste code here:

**6. Create a loop so that the user will play the game 5 times**  
**(merit)**

Paste Code here: Don't forget to test it

**7. Count the number of guesses it will take for the user to guess the 5 numbers and then report back to the user at the end the number of guesses it took.**  
**(excellence)**

Paste Code here: Don't forget to test it



## 8. EXTENSION STUFF

What else have you added (suggestions at the top in the brief)

The addition(s) I made were.....

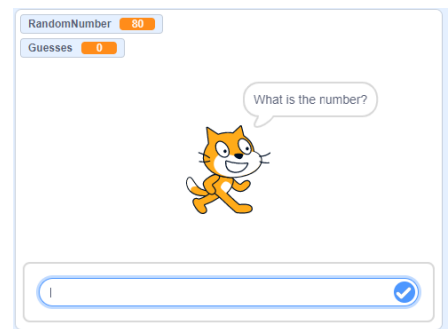
Paste Code here: Don't forget to test it

## TESTING

It's important to test your program to check it works.

Below put in some images from your game user interface to show that different aspects are working correctly.

The image on the right is an example of what you are showing



Showing the **Correct Guess** working

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Showing **Incorrect Guess** working



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Showing <b>End of game feedback with amount of guesses</b> working	

Showing <b>Any Extension add ons</b> working	



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## Has your program met the specifications?

Check your program against the brief - Does it meet the requirements? Does it answer the brief? How do you know?

