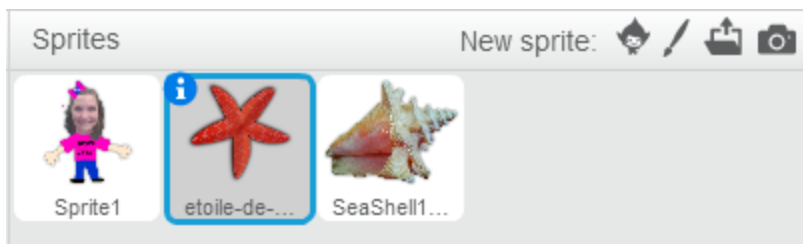


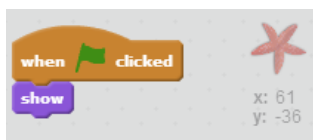
1. Select a background.
2. Bring in a Sprite who will move when the left and right arrow keys are pressed.



3. Add an object (sprite) for your character to touch/collect. In this case, my character is going to collect seashells on the beach, so I brought in a couple different types of shells.



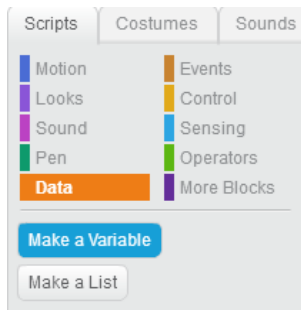
4. Program the object to show up on the page when the green flag is clicked.



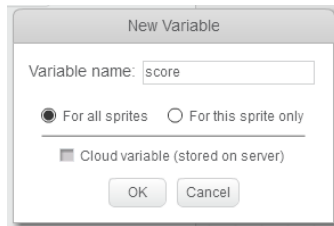
5. Next, program the object to disappear when collected (touched by the person sprite).



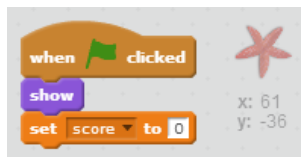
6. To add points, click on Data --> Make a Variable



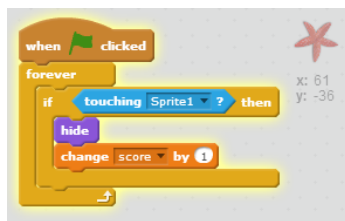
7. Name it Score & click ok.



8. Add these pieces of code to your script.

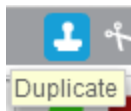


This sets the score to 0 at the beginning of the game.



This tells the score to increase by 1 for collecting the shell.

9. Test your script to make sure it works for that one shell. If it does, you can duplicate the shell.



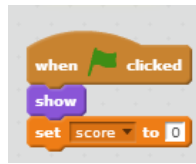
Click on the duplicate tool.



Duplicate the sprite with the code.



Move the new sprite to wherever you would like it in your game.



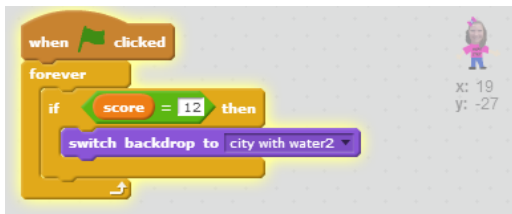
10. Click and drag these 2 pieces of code:
to another sprite (in this case the conch shell)



Then duplicate the sprite (conch shell) with the code to add more shells to your game.

LEVELS:

Once a certain number of shells are collected, I want to move on to another level/scene.
To do so, use this code:



I set the score to = 12 because that's how many shells were in the first scene. Then it is going to switch to the city with water scene and my character will go fishing.

Here is the finished game: <https://scratch.mit.edu/projects/110929536/>