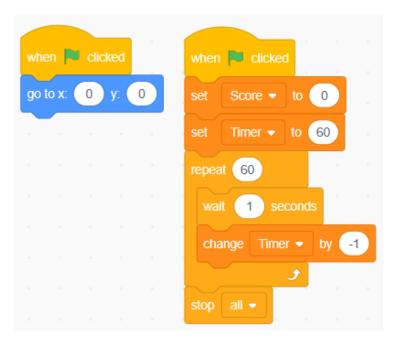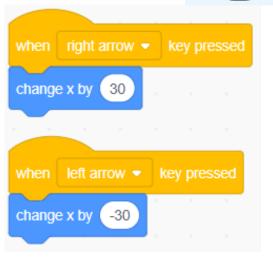# Fruit Catcher Project

Task: Create a 'catching' game, which includes a score and at least three falling objects, each falling at a different speed.

Add your own artwork (sprites and a background). Implement your algorithm as code.
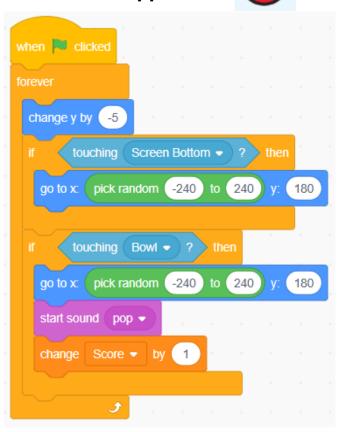
Screen Bottom:

```
when [flag] clicked
go to x: 0 y: 0
```

```
when [flag] clicked
set Score to 0
set Timer to 60
repeat 60
    wait 1 seconds
    change Timer by -1
stop all
```

Bowl:

```
when right arrow key pressed
change x by 30
```

```
when left arrow key pressed
change x by -30
```

Apple1:

```
when [flag] clicked
forever
    change y by -1
    if touching Screen Bottom ? then
        go to x: pick random -240 to 240 y: 180
    if touching Bowl ? then
        go to x: pick random -240 to 240 y: 180
        start sound pop
        change Score by 1
```

Apple2:

```
when [flag] clicked
forever
    change y by -5
    if touching Screen Bottom ? then
        go to x: pick random -240 to 240 y: 180
    if touching Bowl ? then
        go to x: pick random -240 to 240 y: 180
        start sound pop
        change Score by 1
```

Ladybird:

Star:

Ladybird:

```
when [flag] clicked
forever
    change y by -5
    if < touching [Screen Bottom ▼] ? > then
        go to x: (pick random -240 to 240) y: 180
    if < touching [Bowl ▼] ? > then
        go to x: (pick random -240 to 240) y: 180
        start sound [Oops ▼]
        change [Score ▼] by -5
```

Star:

```
when [flag] clicked
forever
    change y by -8
    if < touching [Screen Bottom ▼] ? > then
        go to x: (pick random -240 to 240) y: 180
    if < touching [Bowl ▼] ? > then
        go to x: (pick random -240 to 240) y: 180
        start sound [Tada ▼]
        change [Score ▼] by 3
```

Variables in Games projects:

https://scratch.mit.edu/studios/32486433/