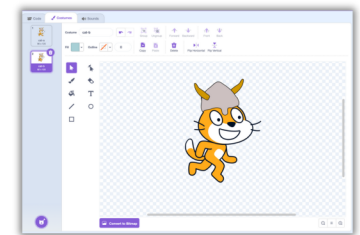
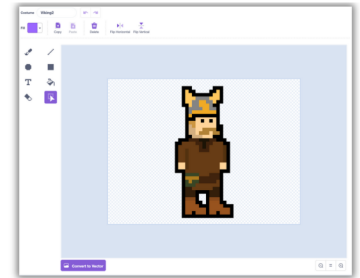
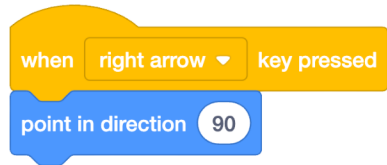
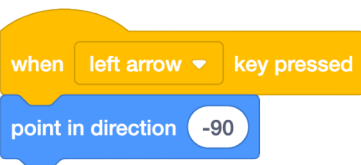
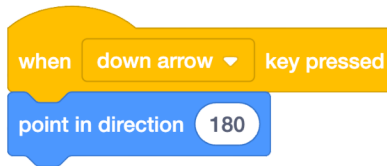
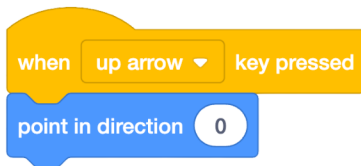


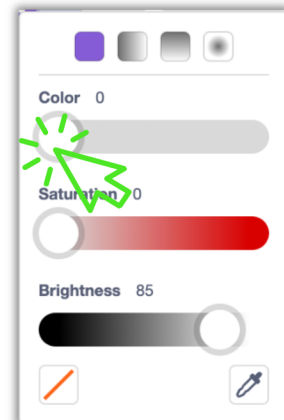
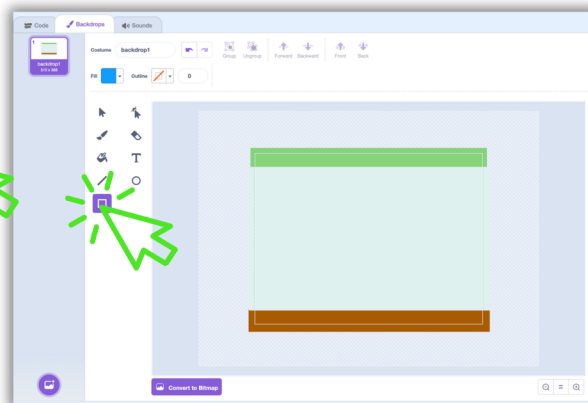
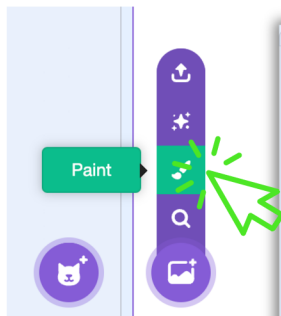


Vikings and Dragons

1. Use the cat or draw your own viking sprite using the paint tools.
2. Add the following code to your main sprite.

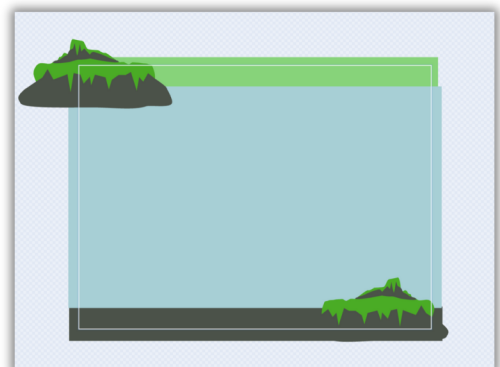


3. Hover over the backdrops button and select paint.



4. Draw different coloured shapes at the top and bottom of the backdrop.

You can make your backdrop more detailed but be careful not to use the same colours as the top and bottom.





5. Continue adding code to the main sprite.

When the green flag is clicked, the following code will run.

This block sets the sprite costume at the start.

This block will set the size of the sprite.

This block makes sure the sprite stays upright.

This block sets the start position of the sprite.

This block sets the speed.

If the sprite touches the green rectangle at the top of the stage area, it will make a sound, move 20 steps, change to a different costume and say 'Wahoo!' before waiting for one second, going back to the start position and switching costume again.

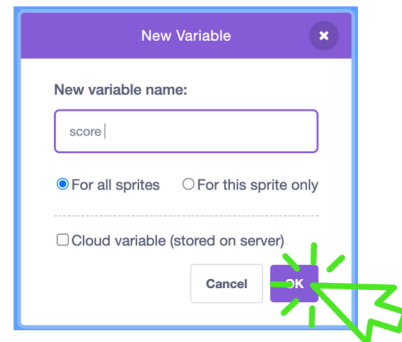
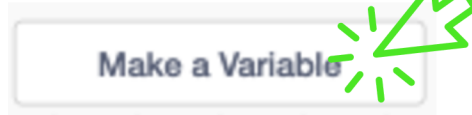
```

when green flag clicked
  switch costume to cat-a
  set size to 50 %
  point in direction 0
  set rotation style left-right
  go to x: 0 y: -160
  forever loop
    move 2 steps
    if touching color green ? then
      start sound Meow
      move 20 steps
      switch costume to cat-b
      say Wahoo! for 2 seconds
      wait 1 seconds
      go to x: 0 y: -160
      switch costume to cat-a
  
```

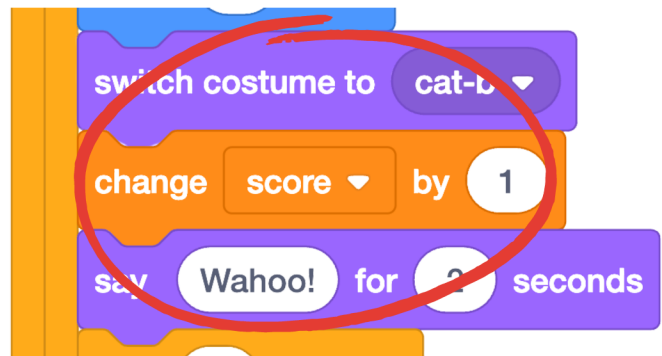
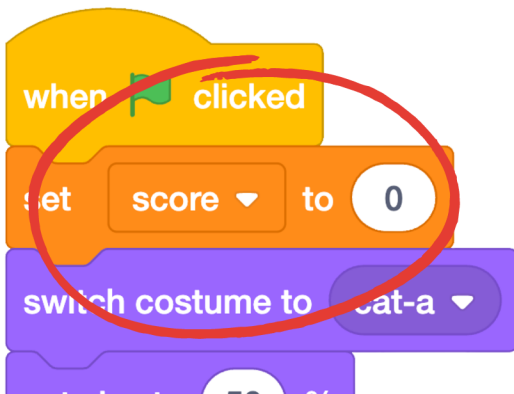




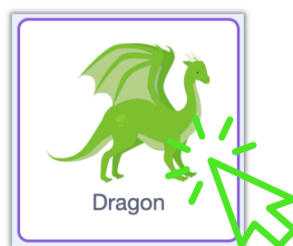
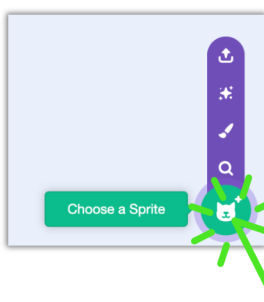
6. Click on 'Variables' and 'Make a Variable' then name it 'Score'.



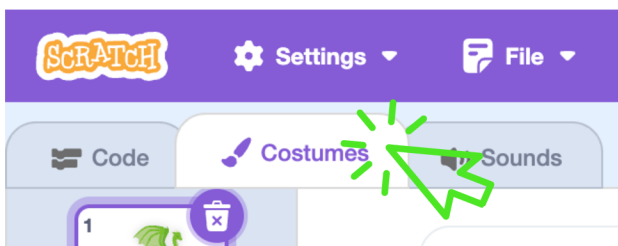
7. Slot the 'set Score to 0' variable block into the script under the 'when green flag clicked' block and 'Change Score by 1' under 'Switch costume' block.



8. Add a dragon sprite or create your own.

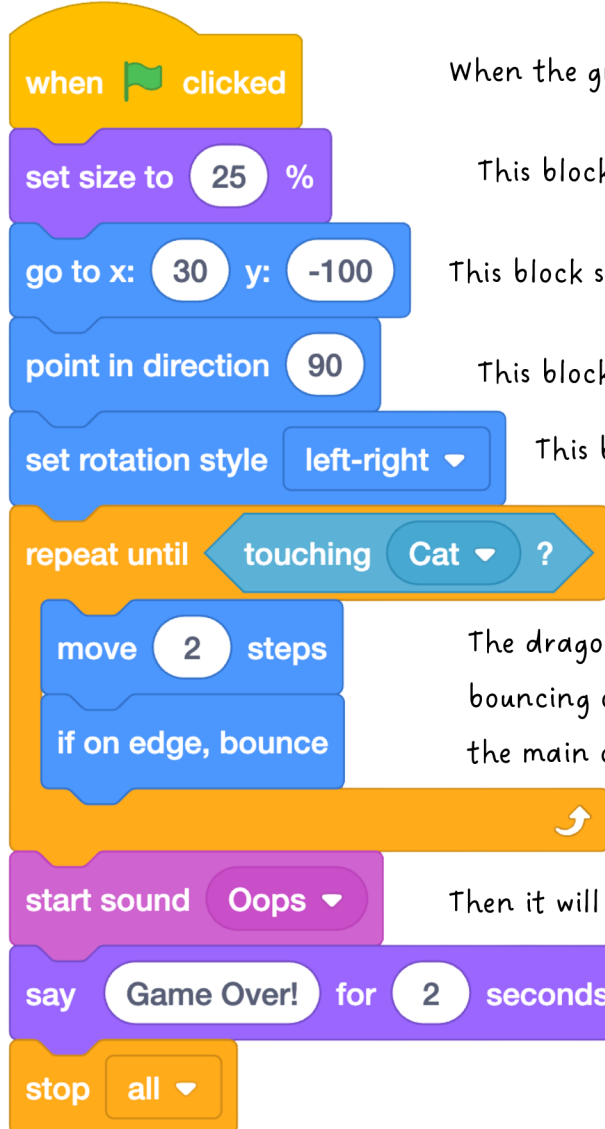


9. Click on Costumes. Use the paint tools to change the colour and flying position of the dragon sprite.





10. Code the dragon sprite.



When the green flag is clicked, the following code will run.

This block will set the start point for the dragon sprite.

This block sets the size of the dragon.

This block makes the dragon sprite point towards the right.

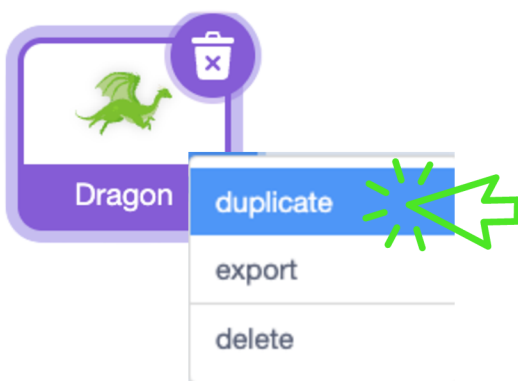
This block keeps the dragon sprite upright.

The dragon sprite will move backwards and forwards bouncing on the edge of the stage area until it touches the main character sprite.

Then it will make an 'Oops' sound

and say 'Game Over' before all the code stops and the game ends.

11. Right click on the dragon sprite and click 'duplicate' to make another dragon. Repeat to make a third.



Duplicating
sprites copies
the code too!

