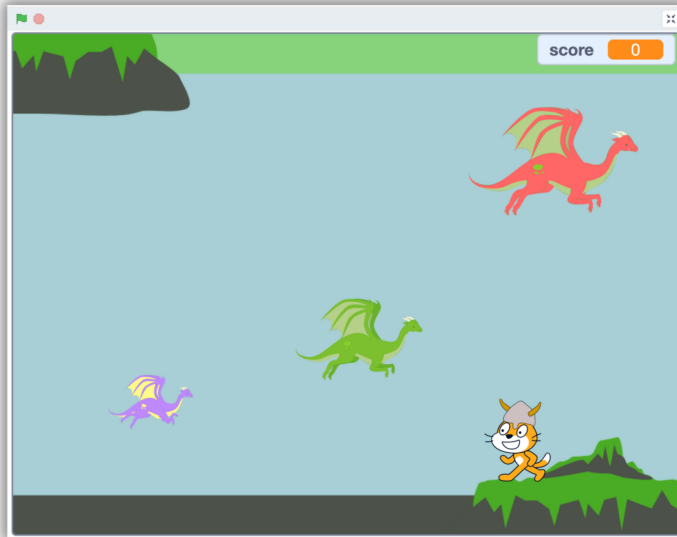
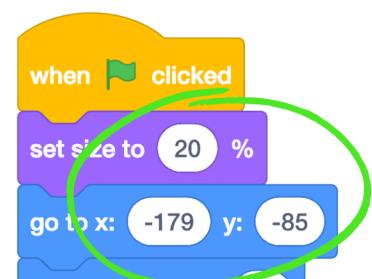
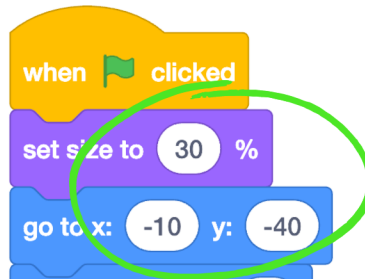
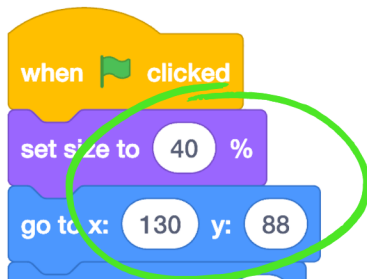




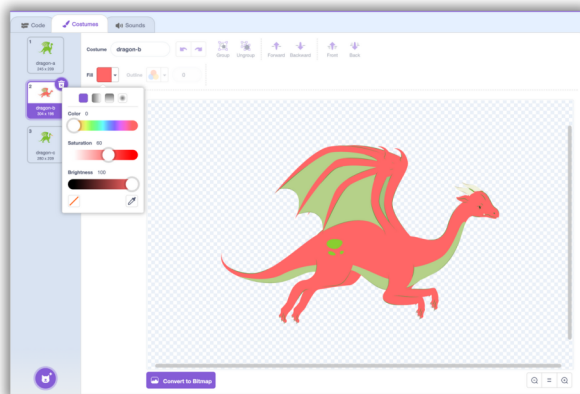
12. Arrange the dragons around the stage area.



13. Edit the start position and size of the new dragons so that they are all different.



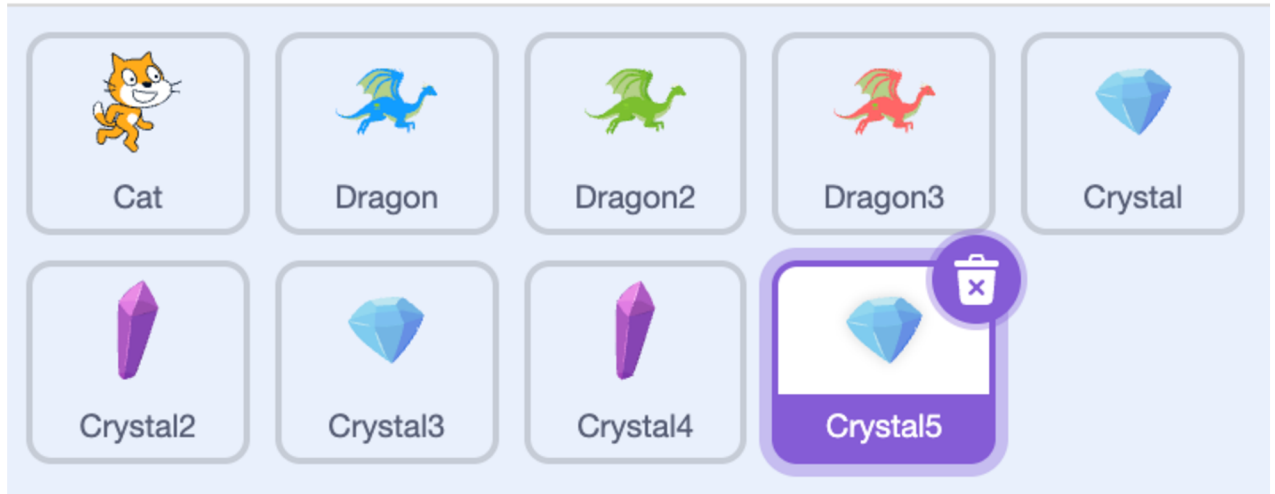
14. Click on the 'Costumes' tab and use the paint tools to make each dragon sprite unique.



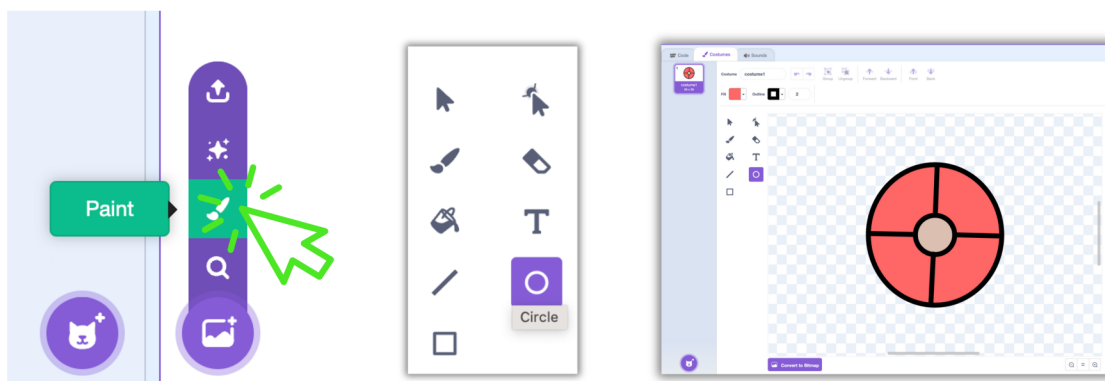


Vikings and Dragons cont.

15. How about adding treasure for your Viking to collect while avoiding dragons?



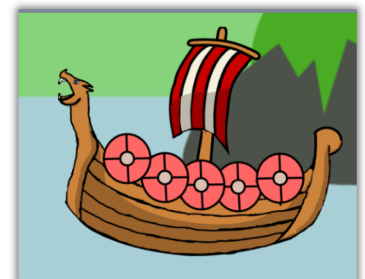
16. To draw your own 'treasure' sprites, click the 'Paint' a sprite button.



17. Hover over the sprites button and select paint.

18. Draw your treasure using the painting tools. (I drew some Viking shield sprites).

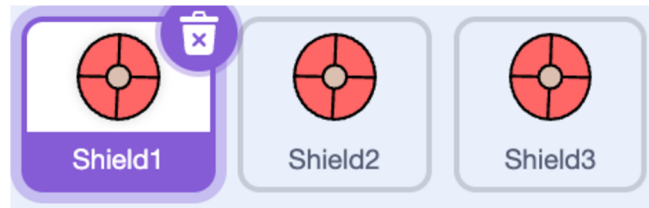
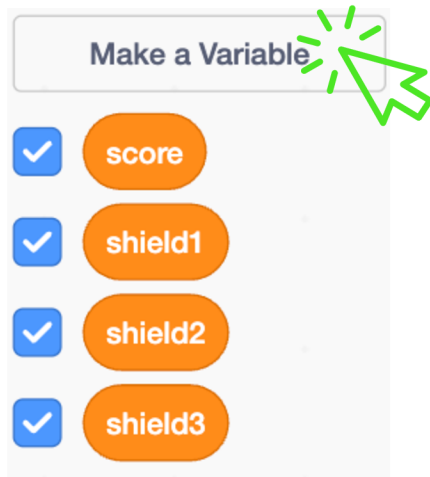
19. Position your shields where you would like them to be collected. eg in a Viking longship.





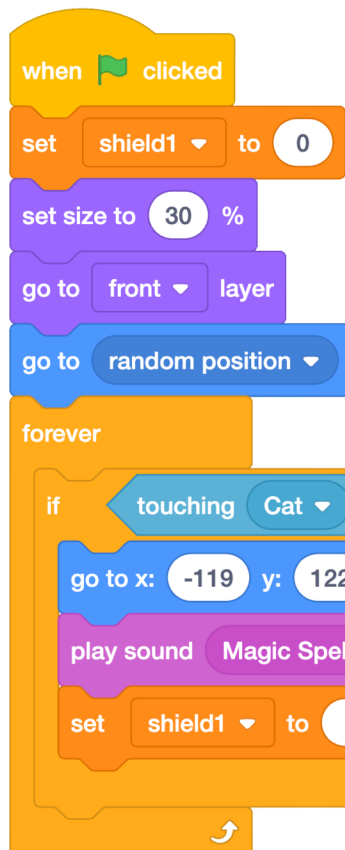
Vikings and Dragons cont.

20. Make a variable for each shield / treasure sprite.



Tick the boxes so that they display on the stage area. (You can untick them later).

21. Code the shield / treasure as follows.



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

This block will set the variable to 0. (Turn it off).

This block sets the size of the sprite.

This block makes the sprite go in front of other sprites.

This block sends the sprite to a random position.

The forever loop will keep checking....

if the cat sprite is touching the shield, the shield will

go to a new position. (See step 19).

Then it will make a 'Magic Spell' sound

and set the variable to 1 (Turn it on).

