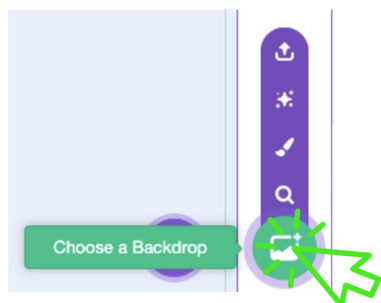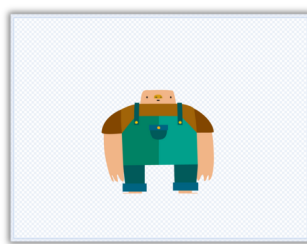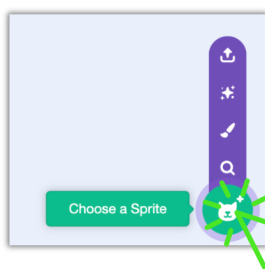# Story STEAM® CODING CLUB

Scratch Script

Vikings and Dragons Quiz

1. Click on 'Choose a Backdrop' and choose a background image for your game or paint your own. Customise using the paint tools.

**2.** Choose a sprite or paint your own.

> You can edit your sprite to make it your own design.

Frank

3. Duplicate the sprite's costume. Then, change one element.
e.g. give him hair. Duplicate again and change another element. e.g. a hat.
Repeat until you have between 5 and 10 costumes. You will need one costume for each question in your quiz.

1 empty 2 x 2

2 frank-0 185 x 171

3 frank-1 185 x 171

4 frank-2 185 x 177
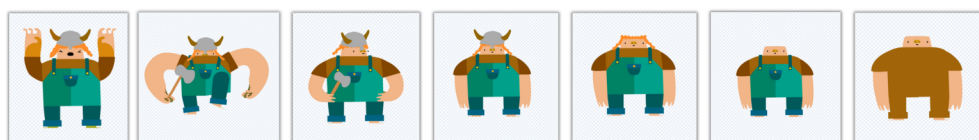
4. Make one empty costume and Arrange them in order from 'empty' to the completed.
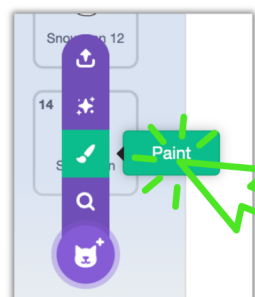
Rename the costumes.

Paint

1 empty 2 x 2
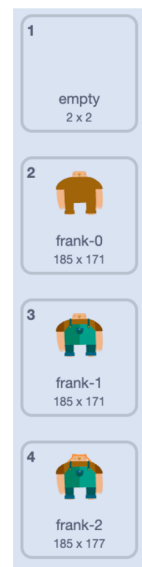
5. Add the following code to the costume changing sprite.

```
when I receive  Correct ▾
repeat  15
    change  fisheye ▾  effect by  25
next costume
repeat  15
    change  fisheye ▾  effect by  -25
if   costume number ▾  =  9   then
    broadcast  You win ▾
```

```
when I receive  You win ▾
start sound  Dance Around ▾
repeat  30
    switch costume to  frank-6 ▾
    change x by  10
    wait  0.25  seconds
    switch costume to  frank-7 ▾
    change x by  -10
    wait  0.25  seconds
```

```
when 🏳 clicked
set size to  80  %
switch costume to  empty ▾
clear graphic effects
go to x:  -120  y:  -95
```

Adjust the costume numbers according to your last 2 Viking costumes.

6. Add another sprite. This will be your quiz host.

Choose a Sprite   Sprite1   Dragon
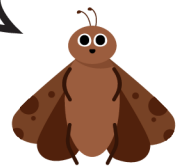
7. Make some questions for your quiz. The questions need to have one word or a number answer such as:
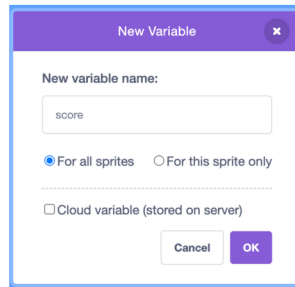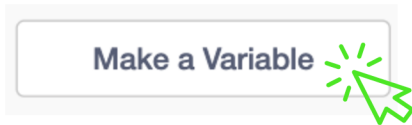
- How many How To Train Your Dragon books are there?
- What is the name of the main Viking boy in the story?
- Which of these is NOT a Viking in Hiccup's tribe?
  A) Fishlegs B) Snotlout C) Frodo

or True or false questions such as:

True or False: Toothless is a huge, fierce dragon in the books.

8. Make a score variable.

Make a Variable

New Variable

New variable name:

score

● For all sprites   ○ For this sprite only

☐ Cloud variable (stored on server)

Cancel   OK

9. Code the questions on the host sprite.

when 🏳 clicked

set score to 0 — This block resets the score to 0 at the start.

switch costume to dragon-a — Decide which costume you want at the start.

ask What's your name? and wait — Ask for the player's name…

say join Welcome to my quiz answer for 2 seconds — Welcome the player

ask How many How To Train Your Dragon books are there? and wait — Your first question…

if answer = 12 then — And the answer

start sound Magic Spell — sound effect for a correct answer

broadcast Correct — Broadcast 'correct' (see page 2)

say Correct. There are 12 books in the How to Train Your Dragon series. — Tell the player

change score by 1 — One point is added to the score.

else — If the player gets the answer wrong…

start sound Bonk — Play a different sound effect and.. .

say Oops! for 2 seconds — say 'Oops!

broadcast Wrong answer — Broadcast 'wrong answer' (See page 4)

wait 4 seconds

wait 3 seconds

10. Add as many questions as you like by repeating this sequence.

```
ask  What's the name of the Viking boy in the story?  and wait

if  answer = Hiccup  or  answer = Hiccup Horrendous Haddock III  then
    start sound  Magic Spell
    broadcast  Correct
    change  score  by  1
else
    start sound  Bonk
    say  Oops  for  2  seconds
    broadcast  Wrong answer
    wait  4  seconds

wait  3  seconds

ask  Which of these is not a viking in Hiccup's tribe?  A) Fishlegs B) Snotlout C) Frodo  and wait

if  answer = C  then
    start sound  Magic Spell
    broadcast  Correct
    change  score  by  1
else
    start sound  Bonk
    say  Oops!  for  2  seconds
    broadcast  Wrong answer
    wait  3  seconds

wait  4  seconds
```
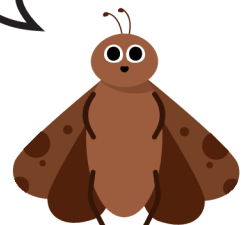
To add more than one correct answer, use these operator blocks.
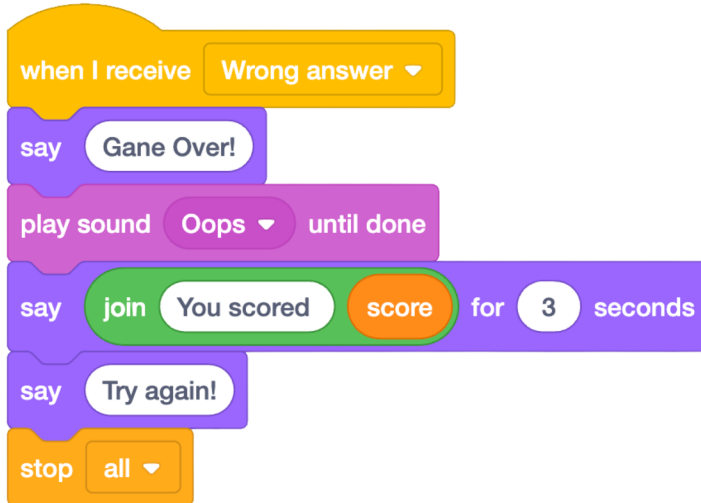
```
or       = 50       = 50
```

Multiple choice questions. Use A, B or C as correct answer.

You need the same number of questions as Viking costumes.

11. Continue coding the quiz host.
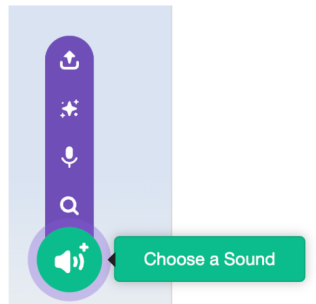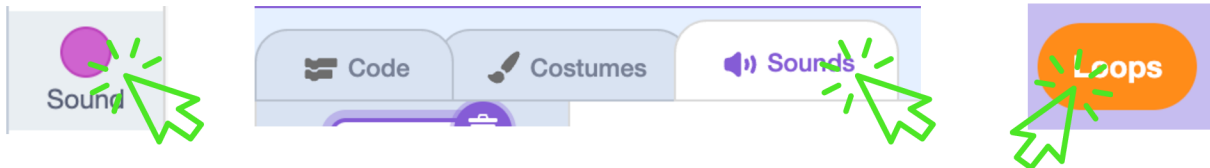
```
when I receive  Wrong answer ▾
say  Gane Over!
play sound  Oops ▾  until done
say  join  You scored  score  for  3  seconds
say  Try again!
stop  all ▾
```

12. To add a different sounds, click on the 'Sound' drawer and select the 'Sounds' tab (top left).

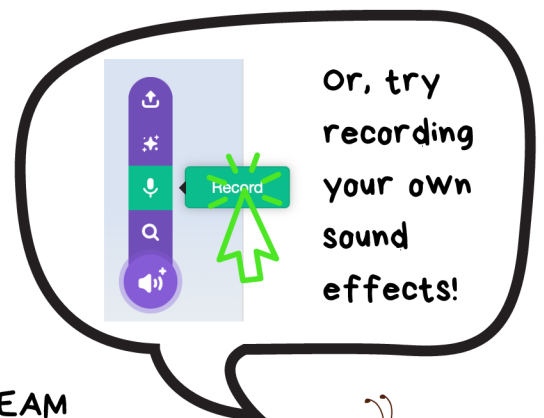Sound   🔁 Code   🖌 Costumes   🔊 Sounds   Loops

Then, click on the 'Choose a Sound' button (bottom left) and pick the sound effect or sound loop that you like best.

Choose a Sound

Now test your game! 🚩

💡 How about adding animation to your quiz host sprite and some background music?

Record

Or, try recording your own sound effects!

Share your quiz with Hannah and the Story STEAM Scratch Coding Club here:
https://scratch.mit.edu/studios/32413219/

Question	Answer