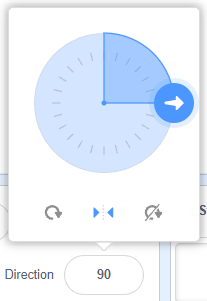
**Christmas Game Maker – Santa’s Present Catch**



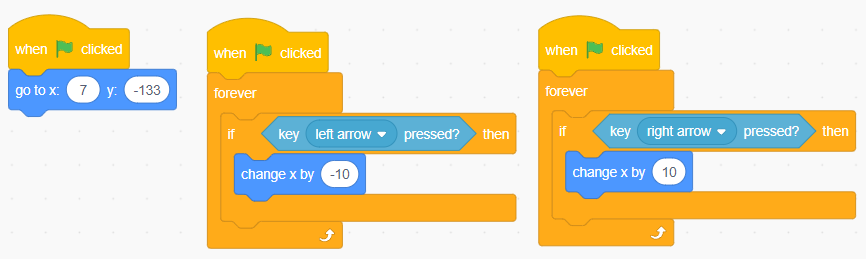
**Santa’s Sack**

To make this Christmas Game, we first need to delete the ‘Cat’ Sprite and create a new one by uploading the ‘Santa’s Sack’ image (which can be found in the assets folder of this resource).

We will need to reduce the size of the sprite and make sure that the sprite stays upright.

Next, we need to program the ‘Sack’ so that we can move it left and right.

To do this we will first position the sprite at the bottom of the screen when the green flag is pressed. Then we will make him move left when the left arrow key is pressed and right when the right arrow key is pressed.

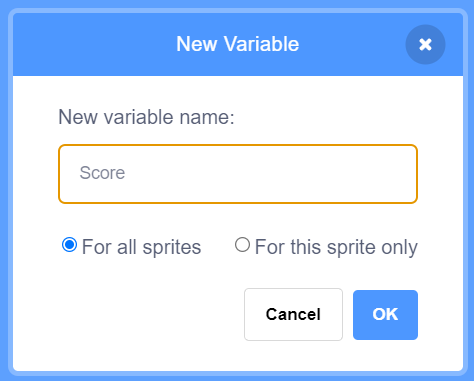


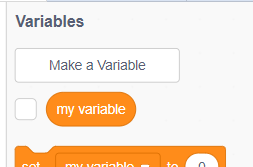
**Adding a Present**

Next, we will need to create a ‘present’ sprite by uploading the ‘present’ image from the assets folder.

We will again need to resize the sprite (I recommend size 10).

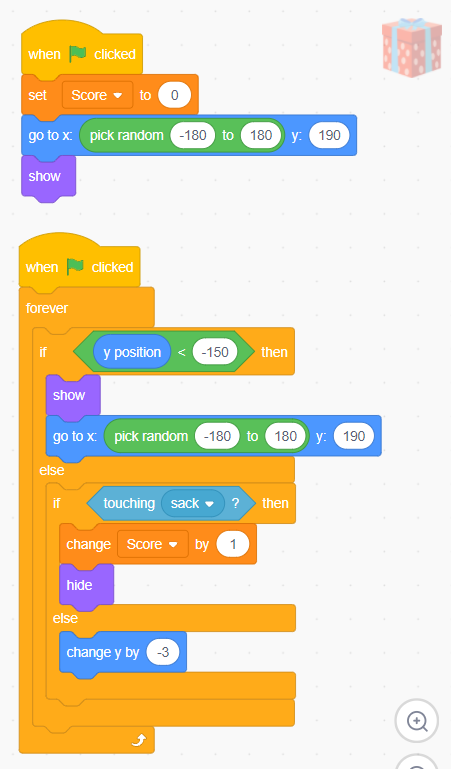
**Creating a Scoring System**

Next, we need to create a score card. To do this, ‘make a variable’ and call it ‘Score’.





**Programming the Presents to Fall**

Now, we are ready to add code to our present so that it:

* drops out of the sky at random positions
* repeats the above action when it has fallen to the ground
* disappears for a while, if it touches Santa’s sack
* updates the score if caught by the sack.

To do this we need two scripts.

The first, sets score to zero when the game starts, picks a random position at the top of the screen and ‘shows’ the present sprite.

The second, repositions the present at the top of the screen ***IF*** it falls lower that y=-150, and hides the present ***IF*** it touches Santa’s sack & updates score, but makes it falls to the ground ***IF*** neither of the previous two things occur.

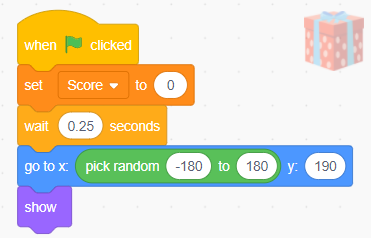
**Duplicating the Presents**

Obviously, the game is very easy with just one present dropping at any one time.

To create more, we simply need to duplicate the present sprite (all of the code will be duplicated too!).

The only issue is that all duplicated sprites will fall at the same time, which doesn’t look good.

To change this, all we need to do is delay the drop of each new present by some time.

This can be done by adding a **WAIT block** (see image to the right).

Make the second present wait 0.25secs.

Make the third wait 0.5secs.

Make the forth wait 0.75secs…etc.

**Extensions**

* Add more presents.
* Add a Christmassy backdrop.
* Make presents fall faster.
* Add ‘bad’ presents, which reduce the score if caught.
* Think of your own extras!