



# Introduction

This project is like the carnival game called whack-a-mole. You get points for hitting the ghosts that appear on the screen. The aim is to get as many points as possible in 30 seconds.

## Skills

This project covers:

- Setting a variable
- Loops
- Keeping and setting the score

#### Resources

This project uses resources found in the Scratch Backgrounds and Costumes folders

## **Scratch Cards required**

- Keep score
- Timer
- Animate it

#### **Basic exercises**

- Step 1: Create a flying ghost
- Step 2: Make the ghost appear and vanish randomly
- Step 3: Make the ghost disappear when it's clicked
- Step 4: Add a score and timer

## Challenges

Add more ghosts

These projects are for use inside the UK only. All Code Clubs must be registered. You can check registered clubs on the map at **www.codeclub.org.uk**. This coursework is developed in the open on GitHub, at **www.github.com/CodeClub/**. Come and join us!

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