
Igrica 14

OPIS IGRE: Igra se igra tako što se klikće kako bi se ispalila bombona od duha u bundevu, za halloween. Vreme je ograničeno na 30 sekundi i potrebno je da duh ubaci što više bombona, tako da ne dodirne zastave, nego slepog miša. U svakom potezu, bundeva i zastavice se lociraju na novu poziciju.



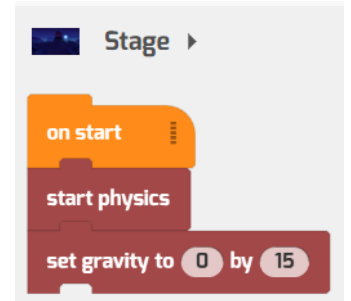
POSTUPAK:

1) Izbor pozadine i likova

- Likovi su iz MEDIA LIBRARY dela,
 - ghost, candy2, pumpkin 15, assets_flag, assets_fleg1, bat
 - Assets_fleg1 pravimo kao duplikat ali mirorujemo sliku horizontalno i pozicioniramo obe levo i desno od bundeve
- Pozadina je po slobodnom izboru, u Fantasy delu ima nekoliko Halloween pozadina
- Rasporediti scenu kao na slici

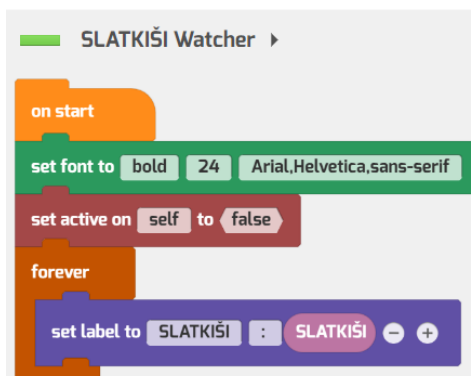
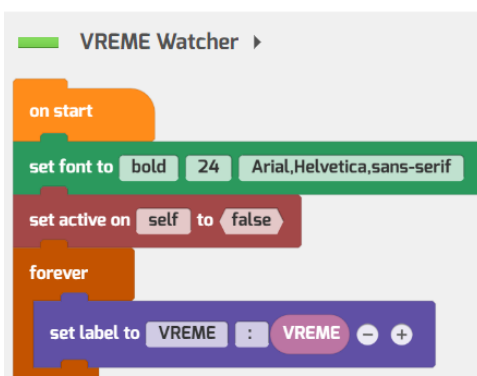
2) Dodavanje fizike da bude u meniju i dodavanje u sceni

- Ovaj broj 15 se podešava kako bi fizika što bolje izgledala, što realnije



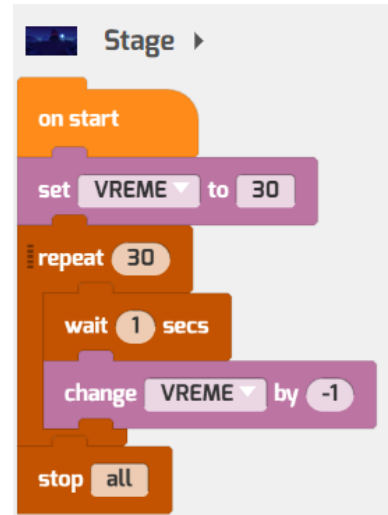
3) Dodavanje promenljivih

- **Vreme** i njenog watchera
- **Slatkiši** i njenog watchera
- Pozicija, za koju ne treba watcher, jer će se koristiti za random generisanje pozicije za bundevu



4) Brojanje vremena u pozadini

- Imamo 30 sekundi na početku
- Ponavljamo čekanje i promenu sekundi 30 puta



```
Stage
on start
  set VREME to 30
  repeat 30
    wait 1 secs
    change VREME by -1
  stop all
```

5) Ghost lik

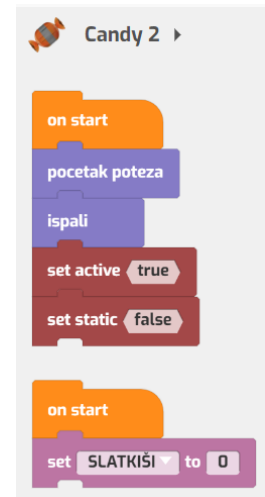
- Na njega deluje fizika, ali je statičan, ne pomera se
- Fiksiran je za jednu poziciju
- Menjaju mu se kostimi



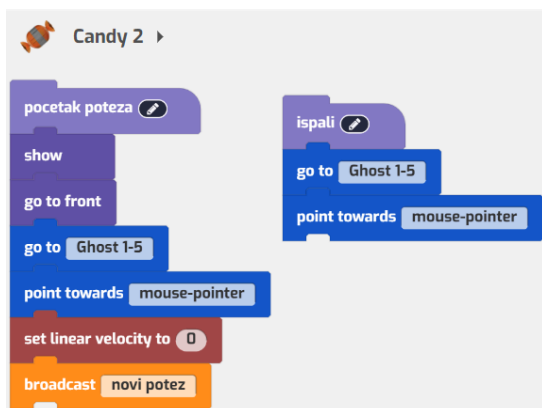
```
Ghost 1-5
on start
  set active false
  set static true
  go to front
  go to x: 530 y: -180
  forever
    next costume
    wait 0.2 secs
```

6) Bombona

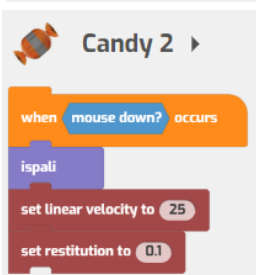
- Ima dve napravljene funkcionalnosti, pocetak poteza i ispali
- Prilikom dodira zastavica ili slepog miša, podešavamo je na početak poteza
- Setujemo slatkiše na 0
- Kada se klikne mišem, ispali se bombona



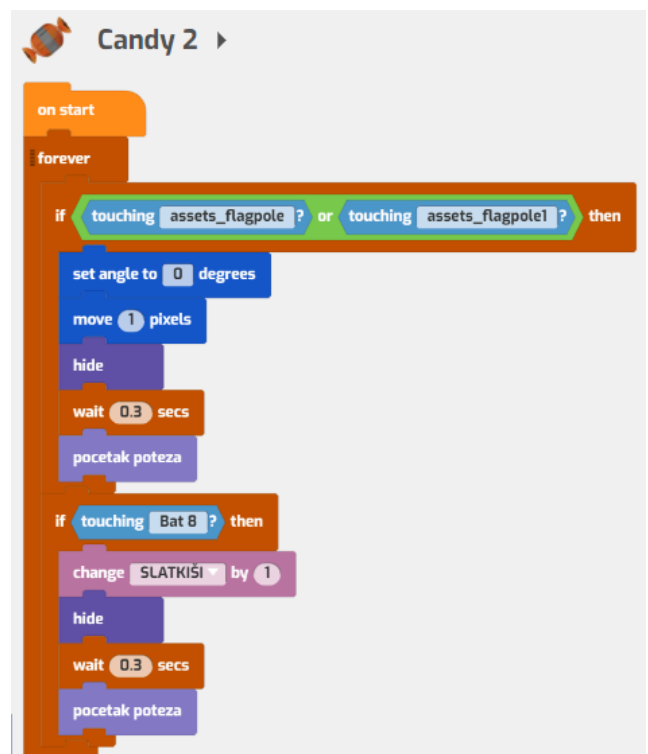
```
Candy 2
on start
  pocetak poteza
  ispali
  set active true
  set static false
on start
  set SLATKIŠI to 0
```



```
Candy 2
pocetak poteza
show
go to front
go to Ghost 1-5
point towards mouse-pointer
set linear velocity to 0
broadcast novi potez
```



```
Candy 2
when mouse down? occurs
  ispali
  set linear velocity to 25
  set restitution to 0.1
```



```
Candy 2
on start
  forever
    if touching assets_flagpole? or touching assets_flagpole1? then
      set angle to 0 degrees
      move 1 pixels
      hide
      wait 0.3 secs
      pocetak poteza
    if touching Bat 8? then
      change SLATKIŠI by 1
      hide
      wait 0.3 secs
      pocetak poteza
```

7) Primanje poruke novi potez: u bundevi, u zastavama, i slijepom mišu gde se u odnosu na koordinatu bundeve pozicioniraju i ostali likovi.

The image displays four Scratch script examples for different objects: Pumpkin 15, assets_flagpole, assets_flagpole1, and Bat 8. Each script is designed to respond to a 'novi potez' (new move) message.

- Pumpkin 15:** On start, set active to false and set static to true. When receiving 'novi potez', set Pozicija to a random value between -470 and 0, and set x to Pozicija.
- assets_flagpole:** On start, go to front, set active to false, and set static to true. When receiving 'novi potez', set x to Pozicija + 150.
- assets_flagpole1:** On start, go to front, set active to false, and set static to true. When receiving 'novi potez', set x to Pozicija - 150.
- Bat 8:** On start, set active to false and set static to true. When receiving 'novi potez', go to front and set x to Pozicija.