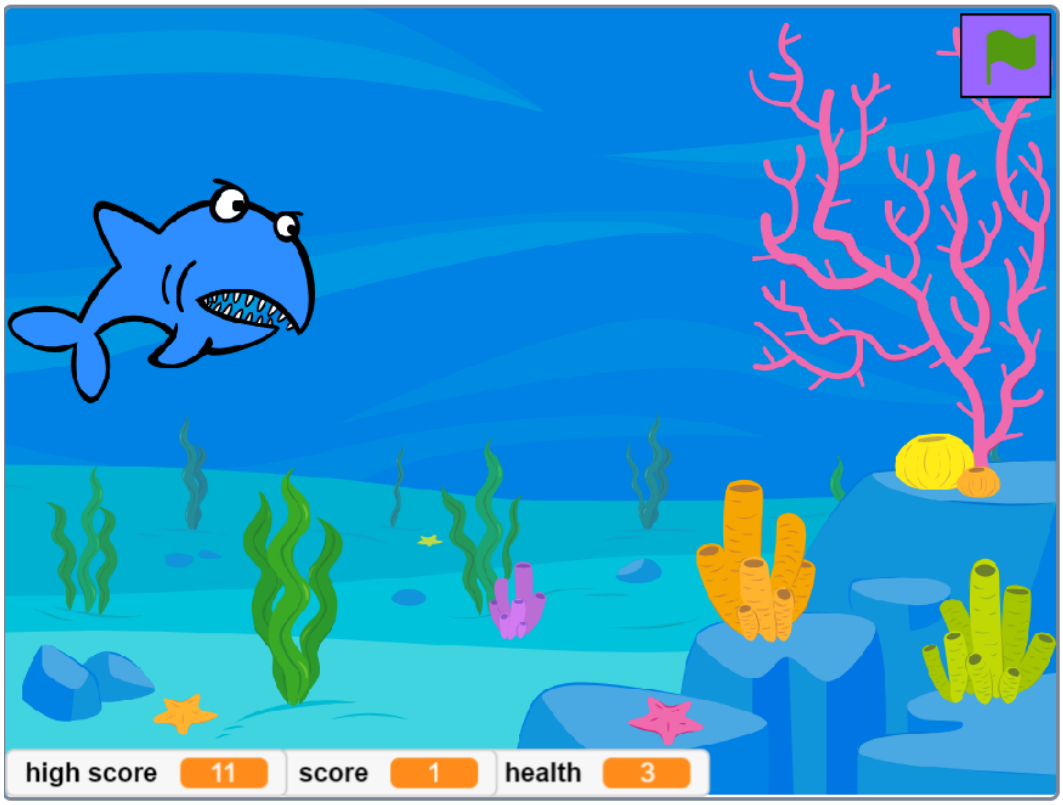
SHARK GAME

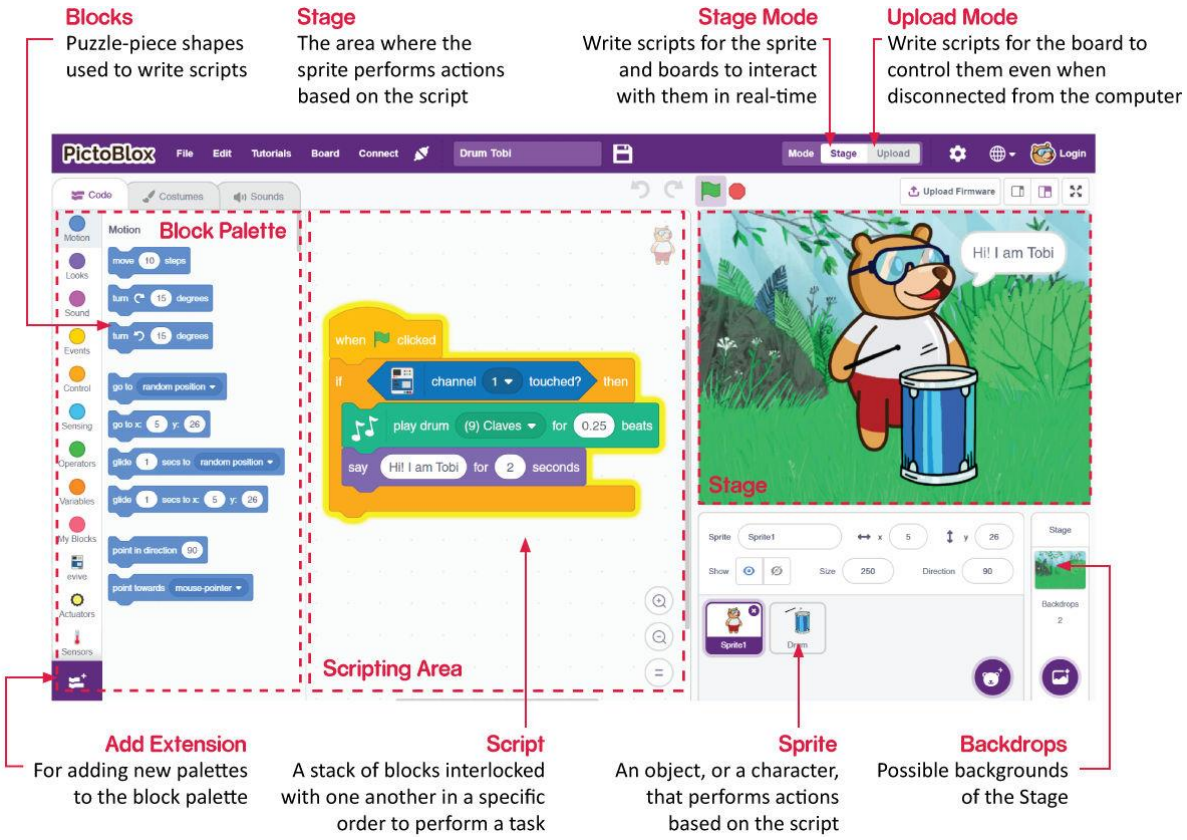


In this game the Giant Shark attacks fishes with the sharp tooth and taste the other smaller fishes moving to its. We will be having the control over our keypad and we can move the shark up and down where the other fishes coming towards it and once the space key is pressed it opens the mouth and have it and the score will be incremented each time when you capture a fish with the shark mouth. And if you miss the fish your health will be reduced. We have programmed to record the highest score Also.

SOFTWARE USED: PICTOBLOX

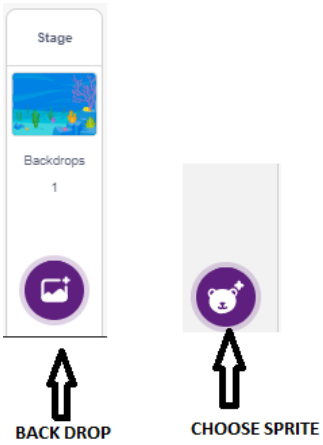
PROGRAMMING: SCRATCH

PICTOBLOX INTERFACE DETAILS:



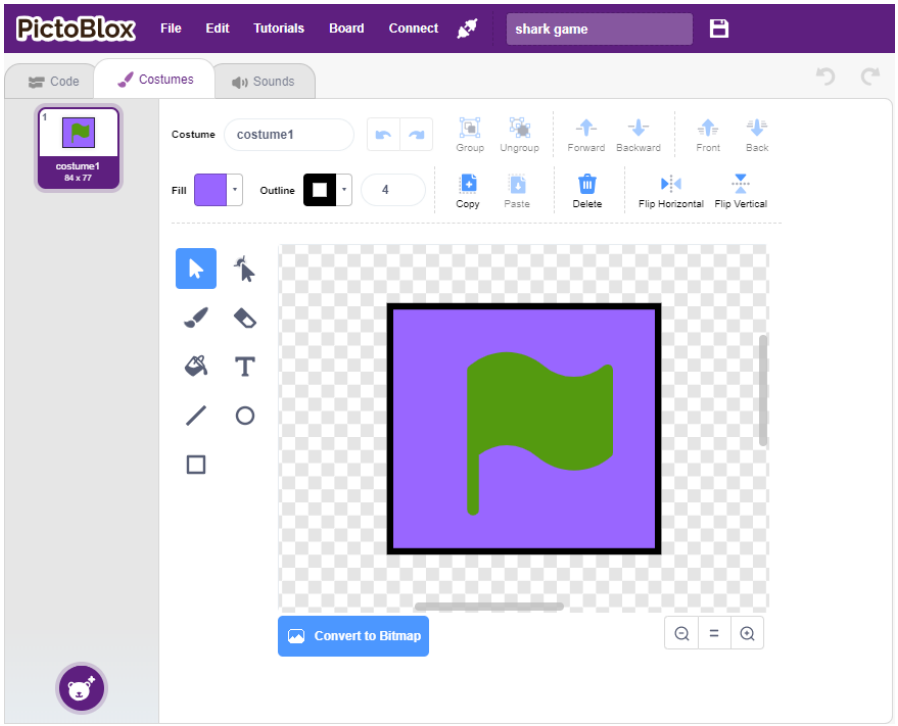
STEP 1:

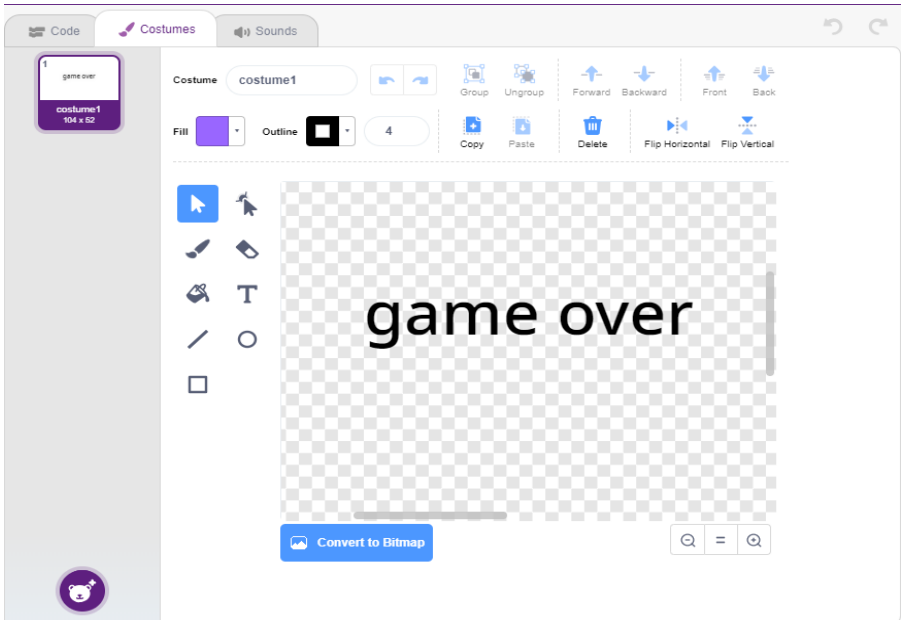
Open PICTOBLOX(Choose Back Drop and Sprite as Shark and little fish) Options available in Right Down corner.



STEP-2

Paint your own Sprite for Game over and Flag clicked...


PictoBlox
File
Edit
Tutorials
Board
Connect
shark game
Code
Costumes
Sounds
costume1
84 x 77
Costume
costume1
Group
Ungroup
Forward
Backward
Front
Back
Fill
Outline
4
Copy
Paste
Delete
Flip Horizontal
Flip Vertical
Convert to Bitmap


Code
Costumes
Sounds
game over
costume1
104 x 52
Costume
costume1
Group
Ungroup
Forward
Backward
Front
Back
Fill
Outline
4
Copy
Paste
Delete
Flip Horizontal
Flip Vertical
game over
Convert to Bitmap

STEP-3:

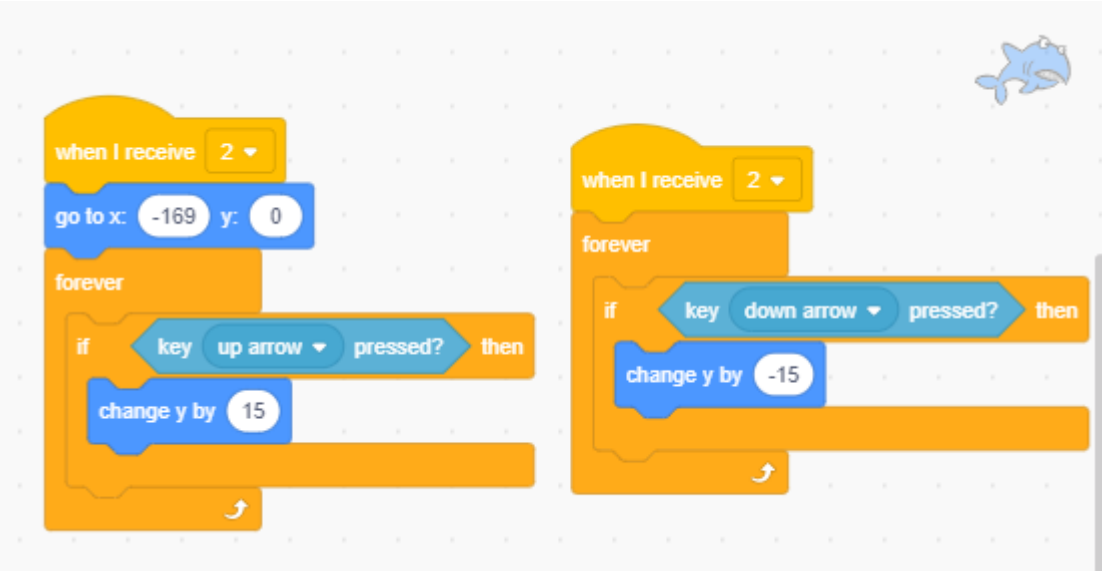
- Programming for Each Sprite

PROGRAM FOR FLAG SPRITE:

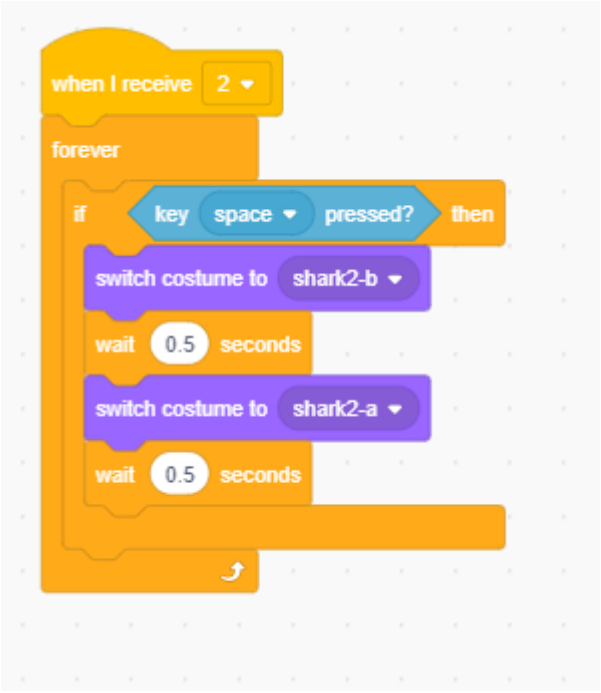
- Game Starts when the flag Sprite is clicked.

PROGRAM FOR SHARK:

- Control for UP and down movement using UP arrow and Down arrow

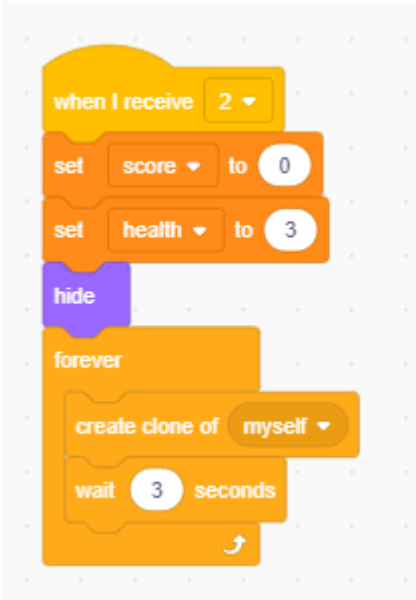


- Control for opening Shark Mouth Using Space bar:

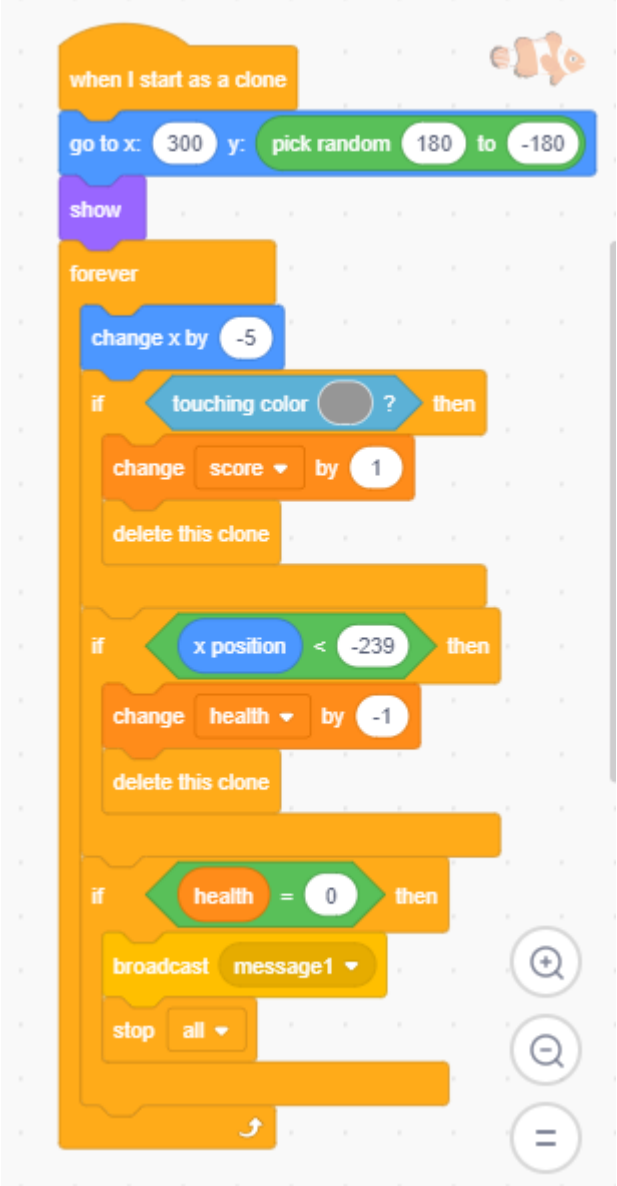


PROGRAM FOR FISH SPRITE:

- To create a clone of fishes and to setup the score and health for the program.



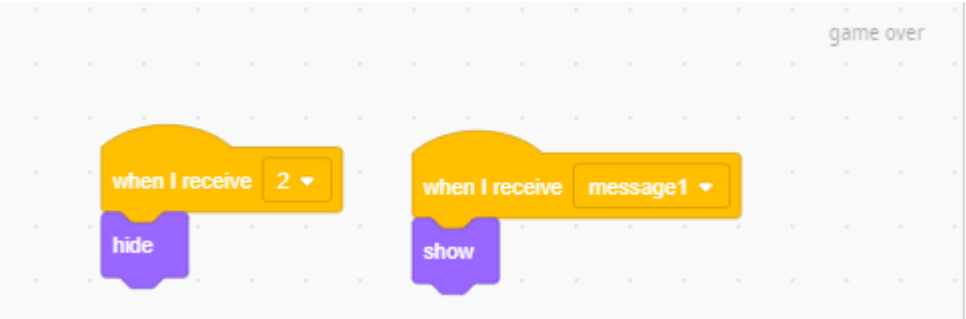
- To make a clone of fishes to come from different random positions each time and to increment score by 1 one the fish is caught by shark or decrement when the health when a shark misses a fish.



PROGRAM FOR RECORDING HIGH SCORE:

- The game over message is displayed when the health becomes zero.

PROGRAM TO DISPLAY GAME OVER:



GAME DEVELOPED BY MUKILAN:

DIYA'S ILLUSTRIOUS ANIMATOR