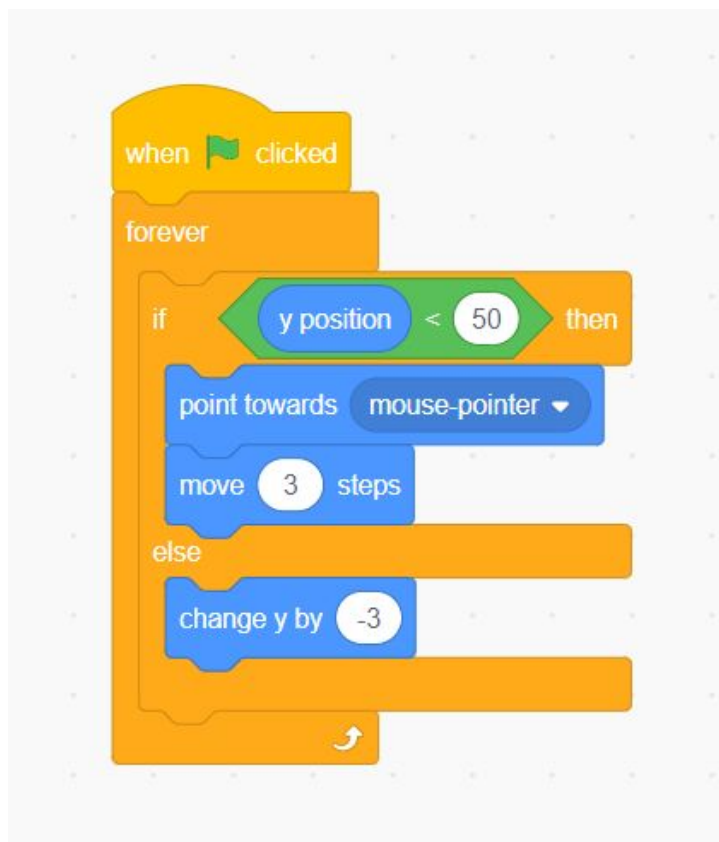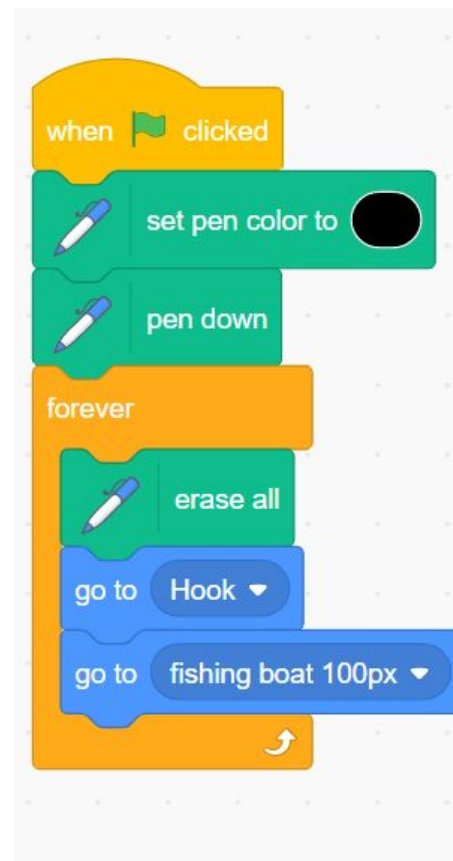**CHROME WORKS** e-Learning Lab

FISHING DERBY!

This is a simple arcade game I coded myself a few years ago. The object is to stop fish from escaping the screen, while avoiding the human divers. I've included all the graphics in a starter file, which you can access here. The code in this lesson is pretty straightforward, but novice coders may be interested in the way we use Scratch's Pen tool here to animate the fishing line.

CODE FOR HOOK

CODE FOR DOT

CODE FOR BLUE FISH

```
when I start as a clone
switch costume to fish4
show
set y to pick random -130 to 30
repeat 240
    change x by -2
    if touching Hook ? then
        change score by 10
        start sound Chomp
        switch costume to fish3
        wait 0.5 seconds
        delete this clone
delete this clone
```

```
when [flag] clicked
set score to 0
hide
forever
    create clone of myself
    wait pick random 1 to 3 seconds
```