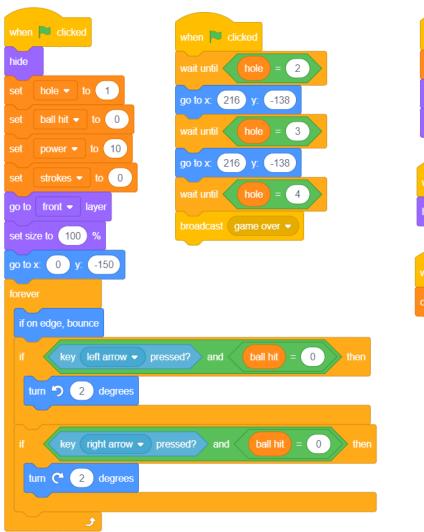
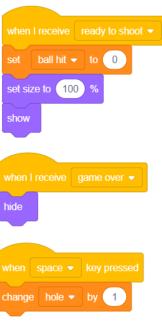


MINI GOLF

Code a simple mini-golf game with Chromeworks this week in a fun and simple lesson that's ideal for new users. Aim your ball and hold down the arrow key to pick a power setting, and let 'er fly! Avoid the obstacles and get your ball in the hole with the fewest strokes. You can find the starter file for this project here.

GOLF BALL





GOLF BALL (CONT)

```
set ball hit ▼ to 1
start sound ← hit sound ▼
set new direction ▼ to direction
repeat until power < 1
 point in direction new direction
 move power / (7.5) steps
 change power ▼ by (-1)
      touching (hole collider ▼)? and <
                                            power < 40
   start sound pick random 2 to 4
   go to hole collider ▼
   repeat 10
     change size by -2
   broadcast fade to black ▼
   play sound (Clapping ▼ ) until done
 if touching edge ▼ ? then
   if on edge, bounce
   set new direction ▼ to direction
broadcast ready to shoot ▼
```

ARROW

```
when clicked
hide

switch costume to costume1 

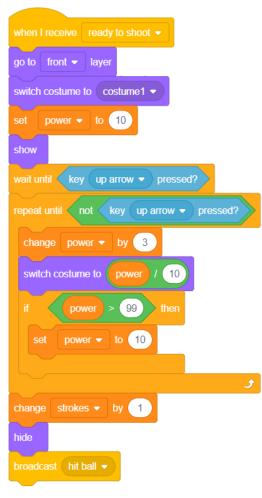
set ghost effect to 50

forever

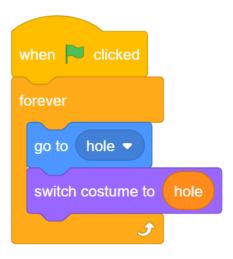
point in direction direction of golf ball + 90

go to golf ball 

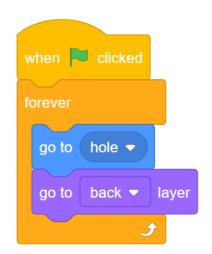
when I receive game over 
hide
```



FLAG



COLLIDER



HOLE

```
when I receive game over ▼
hide
```

```
when clicked

show

go to x: -170 y: 100

wait until hole = 2

go to x: -144 y: -116

wait until hole = 3

go to x: -144 y: -116
```

SCREENS

```
when 🔁 clicked
                                                                                      show
change hole ▼ by 1
                                             costume number ▼ ) = 1
                                                                           then
                                                                                      set ghost ▼ effect to 0
switch costume to black screen ▼
                                      fade out
                                                                                      go to front ▼ layer
go to front ▼ layer
                                      show variable strokes •
                                                                                      switch costume to ∫ start screen ▼
fade in
                                                                                      go to x: (0) y: (0)
wait 1 seconds
                                                                                      hide variable strokes ▼
                                                                                      play sound Dance Sitar ▼ until done
fade out
                                                                                      fade out
                                                                                      show variable strokes •
define fade in
                                      switch costume to end screen ▼
set ghost ▼ effect to 100
                                      go to front ▼ layer
repeat 20
                                                                                      define fade out
                                      start sound Dance Sitar -
change ghost ▼ effect by -5
                                                                                     set ghost ▼ effect to 0
                                      fade in
                                                                                     repeat 20
                                                                                      change ghost ▼ effect by 5
```