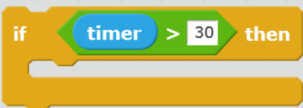# 7.3 Harvest!

Intro

The eruption of the volcano will only last for 30 seconds. Mike needs to catch 20 candies in 30 seconds and bring them back to the camp of the aborigines, otherwise he will fail his mission.
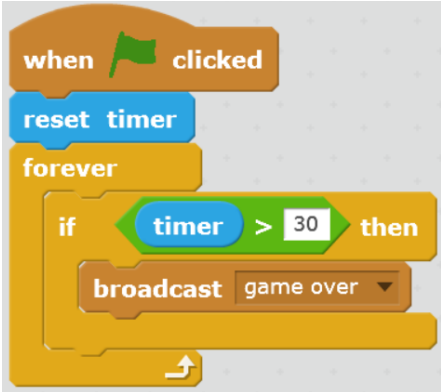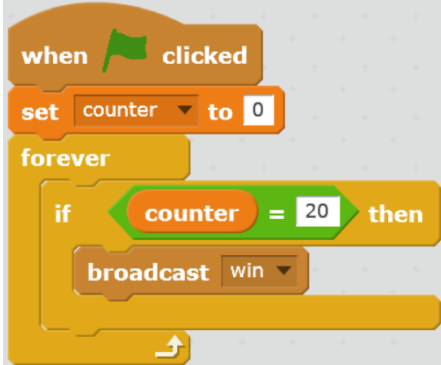
Task

1. Use Timer and Variable to control the program. Switch the backdrop when the mission accomplished or failed.

Start Learning

Block	Explanation	Example
timer	Timer is a variable for counting time. The unit here is second.	if `timer` > `30` then
reset timer	Rest the timer and start counting again.	when 🚩 clicked reset timer

Achieve

Sprite	Program	Effect
Mike in Spaceship 2	when 🚩 clicked reset timer forever 　if `timer` > `30` then 　　broadcast game over	Candy: score `1` total `16` counter `4` timer `4.3`
Candy	when 🚩 clicked set counter to `0` forever 　if `counter` = `20` then 　　broadcast win	Candy: score `5` total `15` counter `5` timer `6.7`

| | ```
when I start as a clone
forever
  if  touching Mike in Spaceship 2 ? then
    change total by score
    change counter by 1
    delete this clone
``` |
| **Stage** | ```
when I receive game over
stop all

when I receive win
stop all
``` |

Tips

Tick before ☑ timer to turn on the timer on the stage.

Homework

Please design the animation after the stage receive the message of "Game Over" or "Win". For instance, you can design like this: If the mission is accomplished, Mike will go straight back to the camp; if he fails, there will be a text prompt on the screen.

What You've Learnt?

Adventure Diary (Self-Assessment)   Gas Station (Other's Assessment)