8.2 Catch the Candies

Intro

Mike's so happy that he finally learnt how to control Mike No.1 via video. Now he wants to catch the rest of the candies by using this function.

Task

1. Enable Mike to control Mike No.1 by video, hence to realize the goal of catching candies.

Start Learning

Design the script for the scenario of catching candies by hands in the video.

Sprite	Animation Scene	Scratch Script
Candy	The number of the candy is 0 when	Events: When Green Flag is
	the green flag is clicked;	Clicked
	Turn on the video and set the	Data: Variable
	transparency at 50;	Looks: Hide, Show
	When the motion value of the sprite	Control: Repeat, If then
	on the video is detected to be over	Motion: Coordinate
	30, hide itself and increase the	Operator: Pick random
	candy number to 1.	to ,>
	After 1 to 2 seconds, the sprite will	Sensing: Turn video on, Set video
	re-appear on the stage and repeat	transparency to, Video motion on
	the same process.	sprite
	My plan	My Script

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☆ Explore

Try to create a game of catching candies by hand in video.

Achieve

Import "Candy 5.png"

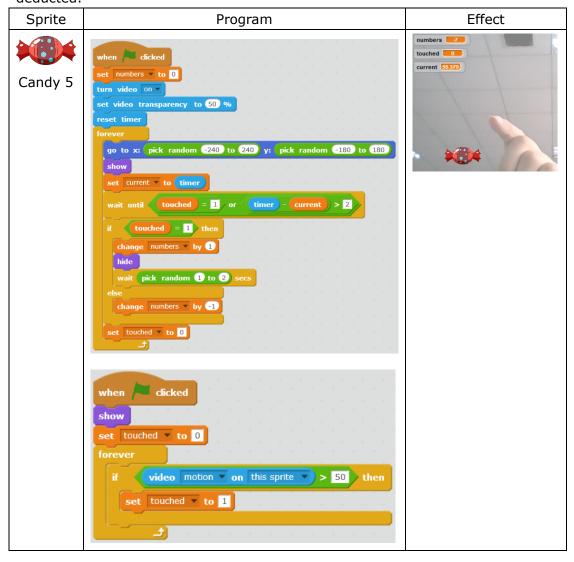
Sprite	Program	Effect

```
Candy 5

when clicked set numbers to 0 turn video on set video transparency to 50 % forever

if video motion on this sprite > 30 then hide change numbers by 1 wait pick random 1 to 2 secs show go to x: pick random 240 to 240 y: pick random 180 to 180
```

If any candy is not collected within 2 seconds, it will disappear and one point will be deducted.



Tips

The lower the motion value of the video is, the more sensitive the image is. Factors including illumination, posture, obstacle will affect the value of the motion detection from the video. Therefore our head portrait should stay away from the video area and stay put while catching candies with hands.

Homework

- 1. Create more candies on the stage using the clone function
- 2. Program like this: Variety types of candies will appear on the stage and

corresponding points will be deducted if a "bad candy" is touched.

What You've Learnt?

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