

# 9. Final Battle

## Intro

After the perfect teamwork of Mike and all the aborigines, they finally drove those aliens away with bombs and saved the whole tribe. To memorize the contribution of Mike, they changed the name of their tribe to "Mike Tribe".



## Task

1. Create the script according to the animation scene.

## Process

- 1) Work out the theme of the game, and then decide the interaction way
- 2) Decide the backdrop and the sprite(s), and work out the design flow
- 3) Write the script according to the game flow
- 4) Repeatedly test to fix any errors or inadequacies
- 5) Publish your work piece and share with others.

## Achieve

Before designing the program, we need to make a clear plan of the animation scene for each sprite and the relevant script. Let's start with the animation scene!

### 1. Animation Scene

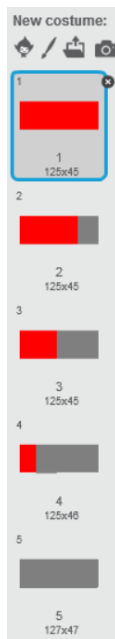
Scene 1 - In the tribe: Mike and the aborigines decide to fight against the aliens.

Scene 2 - Fighting: Mike flies Mike No.1 to fight against the aliens


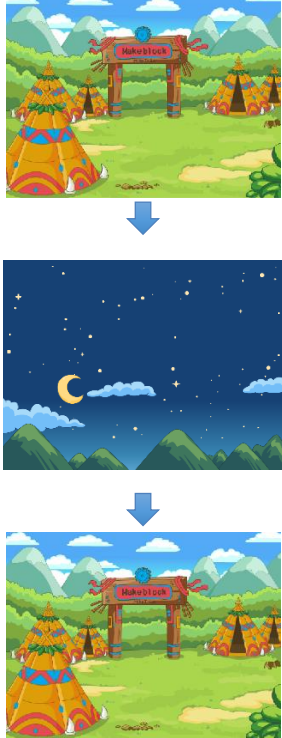


Scene 3 - In the tribe: A big celebration!

### 2. Program Script

Import backdrop "Final Battle.png" and "Victor.png"; upload "Bomb.png", 2 "UFO.png", "Aborigine.png", "Mike.png", "Mike in Spaceship 2.png" from local file; import 2 "Ball" from the Sprite Library; and draw a "Blood bar" manually:



For easy operation, we've already made 2 aliens.

Sprite	Program	Effect
 <p>Backdrop</p>	<pre> when green flag clicked   switch backdrop to Victor  when I receive attack   switch backdrop to Final Battle  when I receive victor   switch backdrop to Victor           </pre>	
 <p>Mike in Spaceship 2</p>	<pre> when green flag clicked   set y to -110   forever     if key right arrow pressed? then       point in direction 90       move 10 steps     if key left arrow pressed? then       point in direction -90       move 10 steps           </pre>	

```

when clicked
hide
forever
  if touching ball-a ? or touching ball-b ? then
    broadcast attacked
    hide
    wait 1 secs
    show

```

```

when I receive attack
show

when I receive victor
hide

when I receive game over
stop other scripts in sprite

```



Bomb

```

when I receive hit
change counter by 1
if counter = 10 then
  broadcast victor

when I receive victor
set counter to 0

when up arrow key pressed
show
go to Mike in Spaceship 2
repeat until touching edge ?
  point in direction 0
  move 10 steps
hide

when clicked
hide
set counter to 0

```



UFO  
UFO2

```

when clicked
forever
  if touching Bomb ? then
    broadcast hit
    hide
    wait 2 secs

when I receive game over
stop other scripts in sprite

when clicked
set y to 135
forever
  show
  glide 3 secs to x: pick random -194 to 194 y: 135

when I receive victor
hide
stop other scripts in sprite

```



ball-a  
ball-b  
(Note: ball-b  
will be  
moving to  
the UFO2)

```

when I receive attack
show
forever
  go to UFO
  repeat until touching Mike in Spaceship 2 ? or touching edge ?
    point in direction 180
    move 5 steps

when I receive victor
hide

when clicked
hide

when I receive game over
stop other scripts in sprite

```



Mike

```





when clicked
show
go to x: 85 y: -95
say The aliens are coming. Let's attack them! for 3 secs
hide
broadcast attack

when I receive game over
show
say I will be back! for 2 secs

when I receive victor
show
say Yeah, we won! for 5 secs
stop all

```



 <p>Blood bar</p>	<pre> when I receive attacked   next costume   if costume # = 5 then     broadcast game over and wait     stop all   when I receive victor     hide     when clicked       show       switch costume to 1 </pre>	
 <p>The Aborigine</p>	<pre> when I receive victor   go to x: -10 y: -90   show   wait 1 secs   say Thank you, Mike. for 2 secs   say We will call our tribe as "Mike Tribe". for 5 secs   when clicked     hide </pre>	

## Homework

Try to complete this game using clone function.

## What You've Learnt?

Adventure Diary (Self-Assessment)



Gas Station (Other's Assessment)

