CAMS GBLA: Instructions for Sea Searcher

What You'll Code

With the sea search game, the user collects trash and cleans the ocean by...

- Clicking on objects in a game of iSpy
- Learning facts about marine pollution
- Getting points for trash collected
- Exploring new marine habitats

What You'll Learn

We will be introducing some different uses of **Stages, Sprites,** and **Backdrops.**

- Using multiple **Sprite** components and adding points when the **Sprites** are clicked
- Changing **backdrops** when all **Sprites** are found in a level.
- Displaying different marine pollution facts when **Sprites** are clicked

Steps

1. Download the folder containing all the files needed for this game: https://drive.google.com/drive/folders/1yJ5nj8Jz9opyUm-5wkUZr9Rm _Yz6LHkH?usp=sharing
2. Upload 1-4 images of your choice to backdrops.
3. Upload the Title Stage image to sprites.
4. Upload images of plastic trash to sprites, making each image an individual sprite.
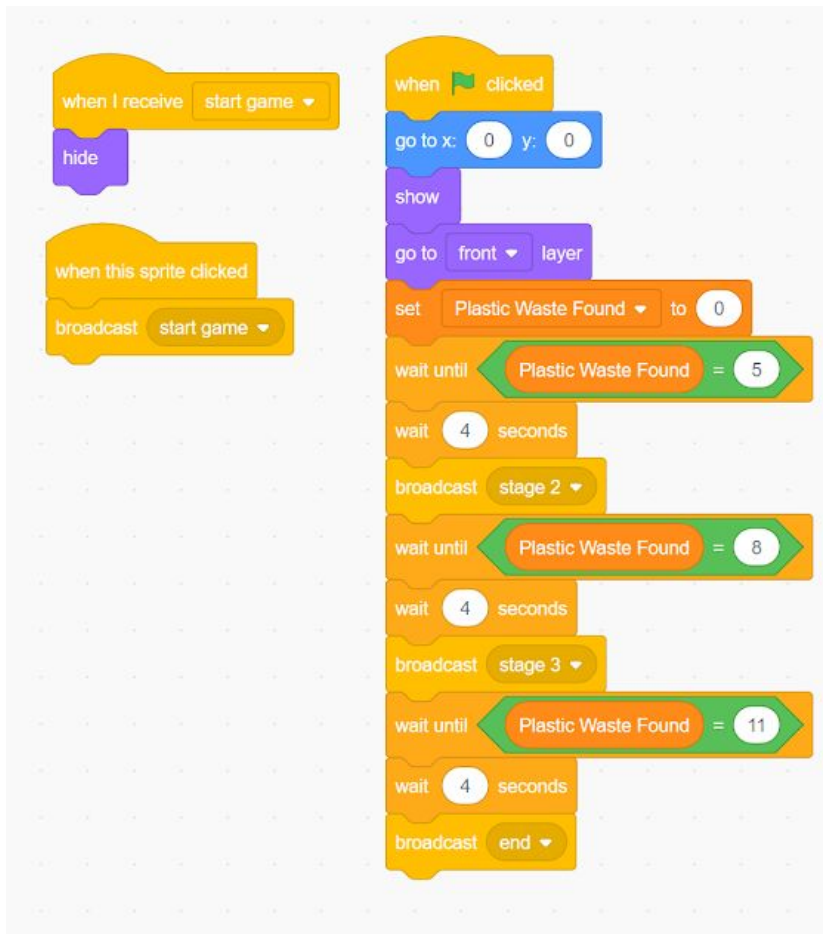   a. Change the size of the image by clicking on the sprite and changing its size value

Backdrop Code
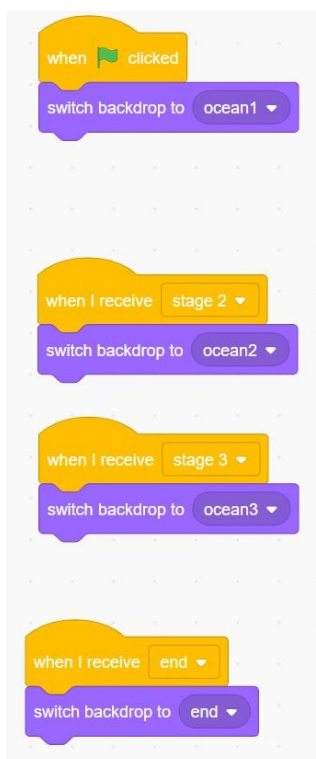
This is an example of the backdrop code for a game with 3 stages. For a game with less stages, remove blocks for stages that do not exist.
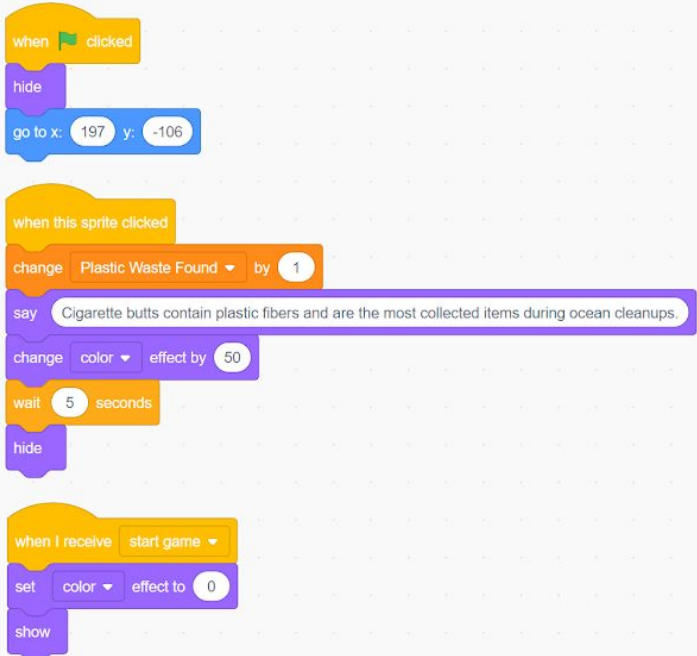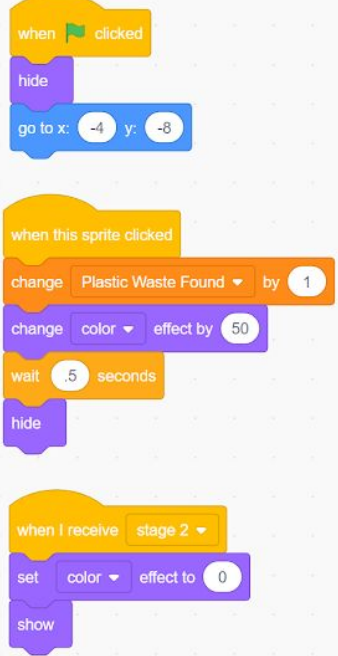
Sprite Code

Title Stage

```
when I receive  start game ▾
hide


when this sprite clicked
broadcast  start game ▾
```

```
when 🚩 clicked
go to x: 0  y: 0
show
go to  front ▾  layer
set  Plastic Waste Found ▾  to  0
wait until  Plastic Waste Found = 5
wait  4  seconds
broadcast  stage 2 ▾
wait until  Plastic Waste Found = 8
wait  4  seconds
broadcast  stage 3 ▾
wait until  Plastic Waste Found = 11
wait  4  seconds
broadcast  end ▾
```

Plastic Waste

- Change the coordinates in the blue "go to x, y" block to change the location where the Sprite is hidden.
- To assign a sprite to a certain stage edit the yellow "when I receive _" block so that the blank is filled in with its stage. If it is the first stage, the blank should be filled with "start game".
- To make the sprite say a fact, add the purple "say" block and increase the orange wait time block so the user has more time to read the fact. Get your marine facts from online sources or use this link: marinePollutionFacts
- Repeat for every sprite
  - You can store code in the backpack and "copy and paste" it

Code for a sprite that says a fact when clicked and is displayed in the first stage	Code for a sprite with no fact and is displayed in the second stage
when 🏳 clicked hide go to x: 197 y: -106 when this sprite clicked change Plastic Waste Found ▾ by 1 say Cigarette butts contain plastic fibers and are the most collected items during ocean cleanups. change color ▾ effect by 50 wait 5 seconds hide when I receive start game ▾ set color ▾ effect to 0 show	when 🏳 clicked hide go to x: -4 y: -8 when this sprite clicked change Plastic Waste Found ▾ by 1 change color ▾ effect by 50 wait .5 seconds hide when I receive stage 2 ▾ set color ▾ effect to 0 show

Feedback Form

https://forms.gle/i6brdeA5NPthKZFu7