Projects

# Jukskei

Build your own jukskei game with Scratch

## Step 1 What you will make

In Jukskei, players try to knock over a wooden peg by throwing a skey at it. It takes skill, aim, and timing. That's what your Scratch game will test!

## Step 2 Animate the player sprite

Open the starter project (https://scratch.mit.edu/projects/1202448566/editor/).

The starter project contains starter code and all the sprites you need.

Select the **Player** sprite.

### Throw!

Animate the Player with a throwing motion.

In the `when I receive` block, switch the costume.


**Test:**

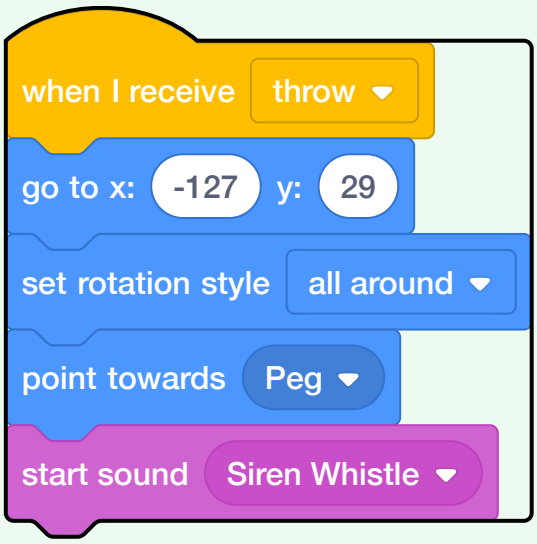
- Press `N` to start a new game, then `T` to start a new throw. Check the power bar cycles from 0 to 100.
  The skey will not move yet.
- Press `SPACE` to stop the power bar. Check the Player sprite changes costume to the throw costume and then returns back to the still costume.

## Step 3 The skey sprite

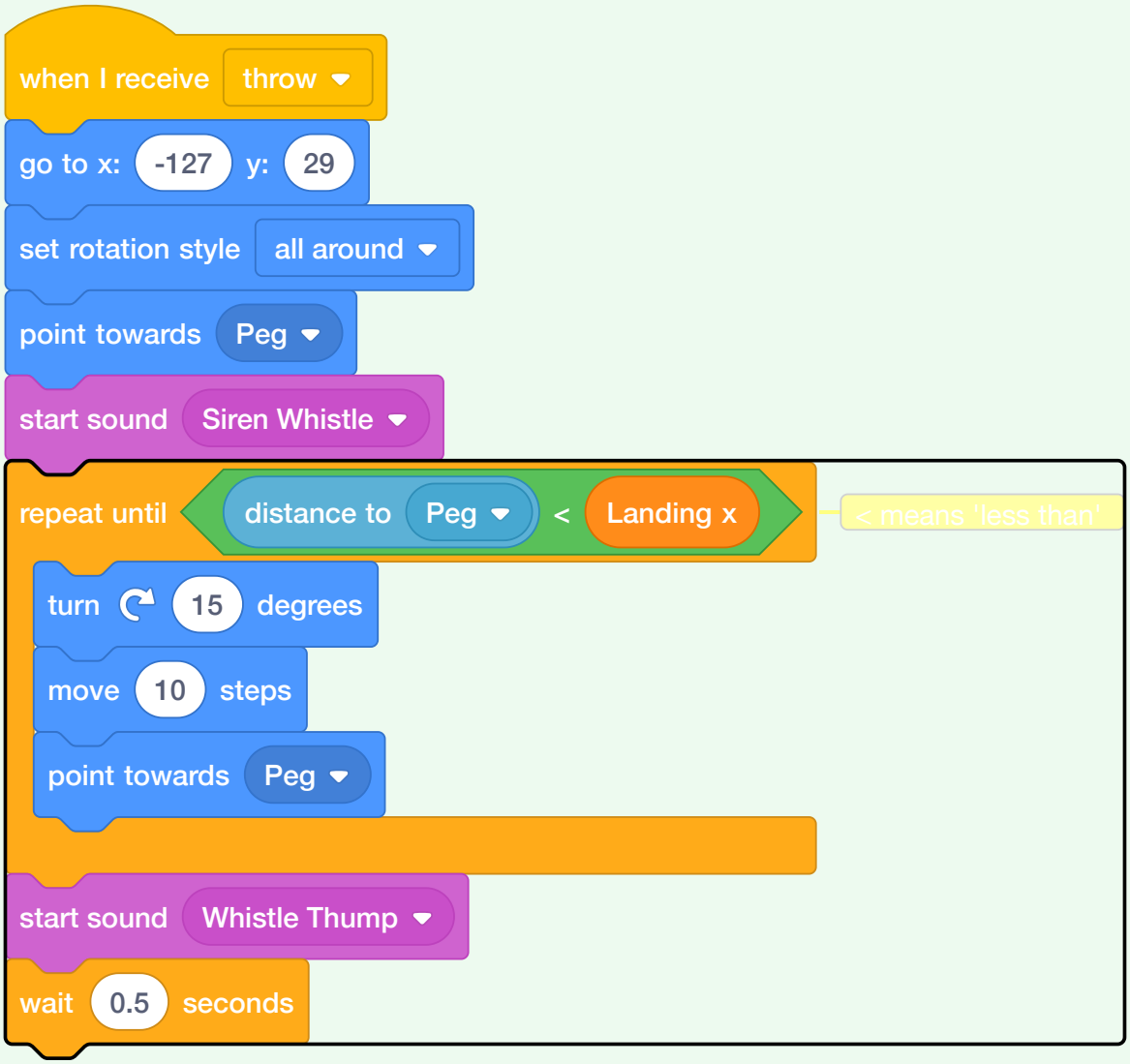
Select the **Skey** sprite.

### Move to the peg

Set the initial position of the skey.



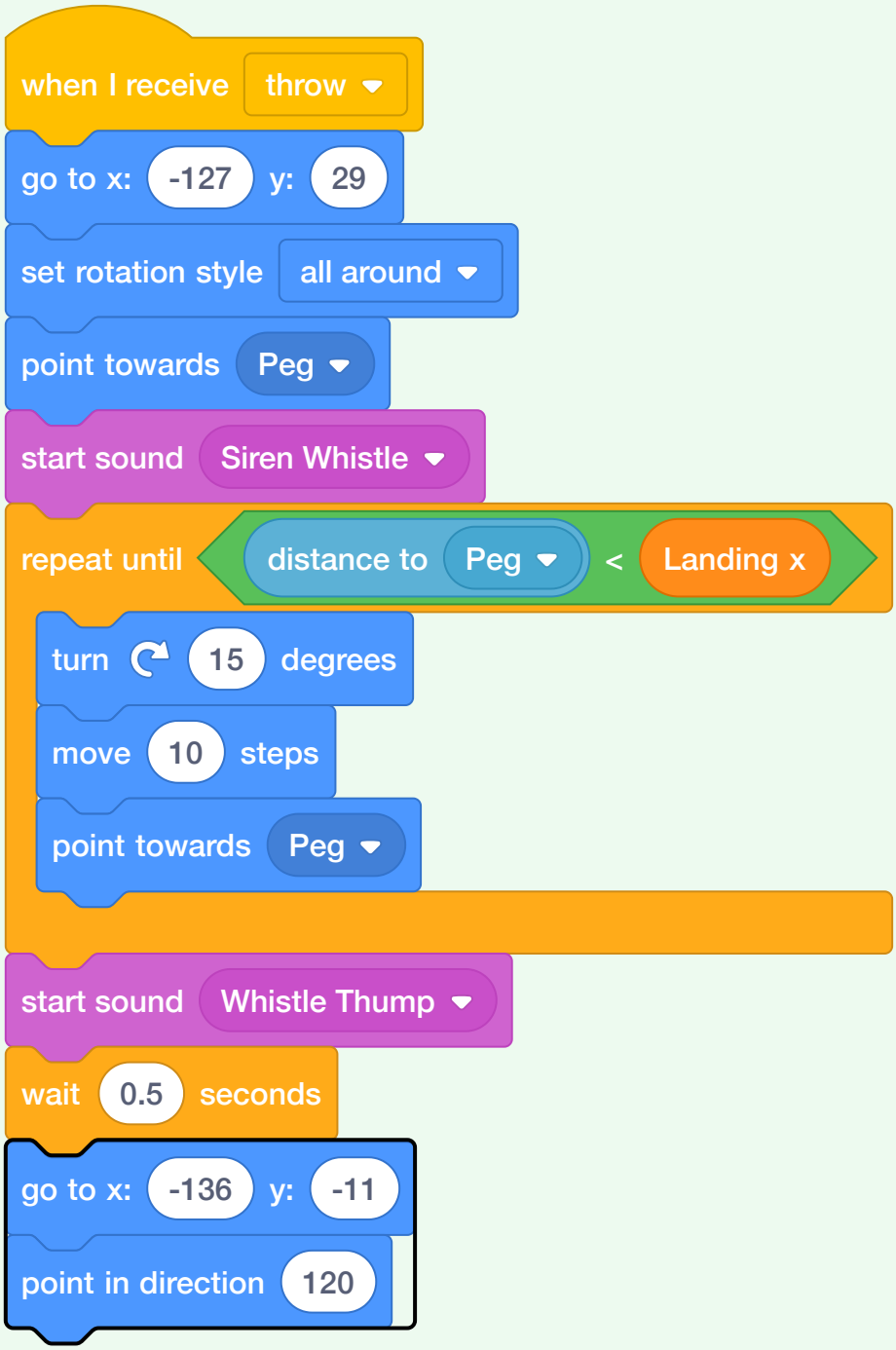

Arc the skey through the air.




**Test:** Press `T'. Check the skey moves through the air in an arc and that throwing and landing sounds play.

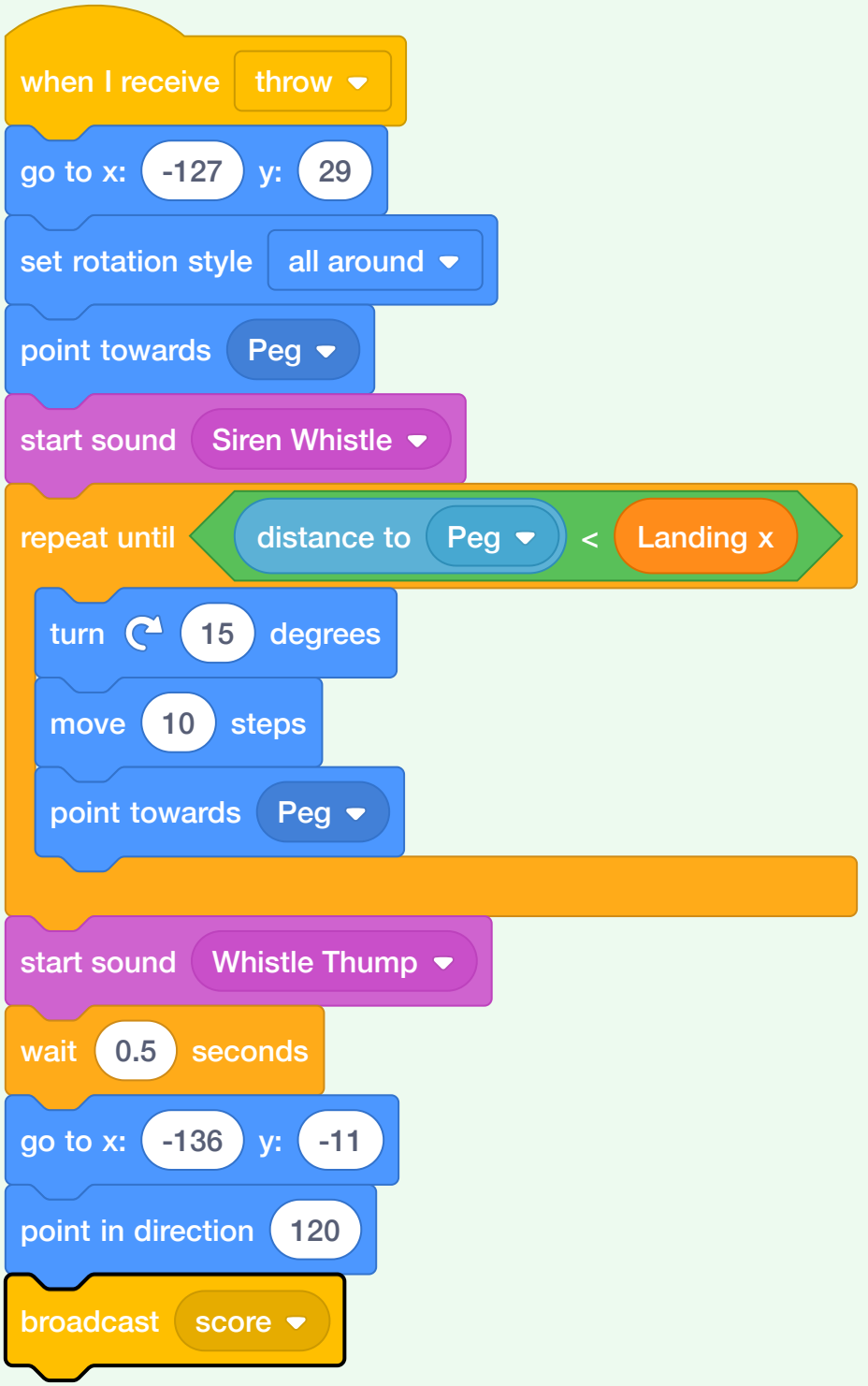
## Reset

Reset the position of the skey after it lands.




## Trigger scoring

Add a broadcast message to trigger scoring.

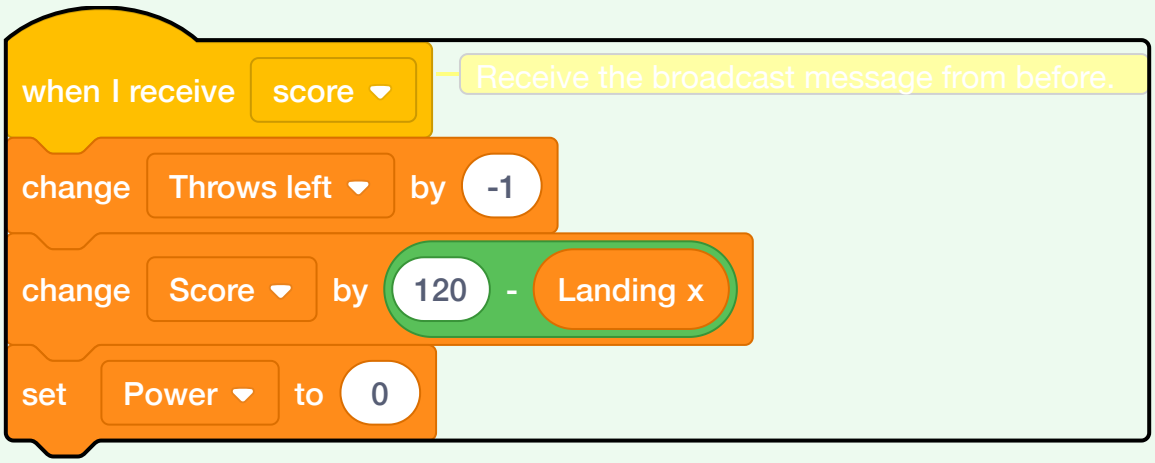



## Step 4 Scoring on the peg

Select the **Peg** sprite.

## Change the score

The skey receives more points if it lands closer to the peg.

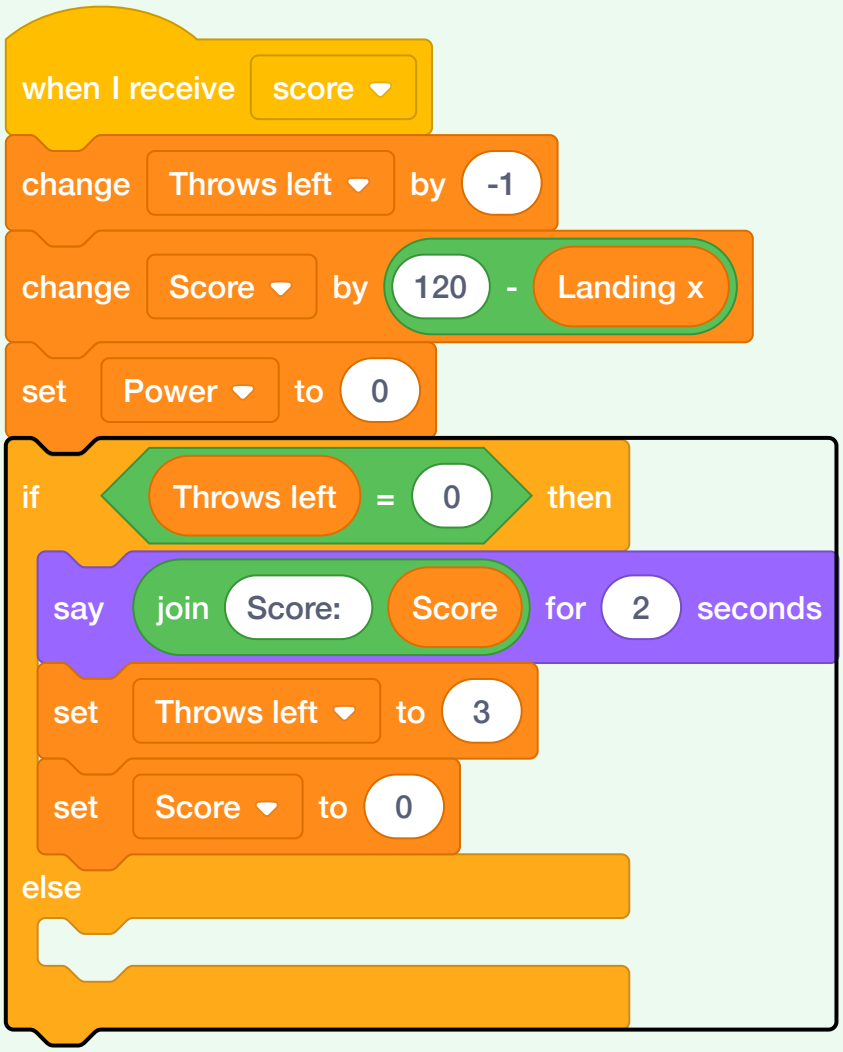



**Test:** Press `T'. Check the score increases and that the number of throws reduces by 1 and the power resets.

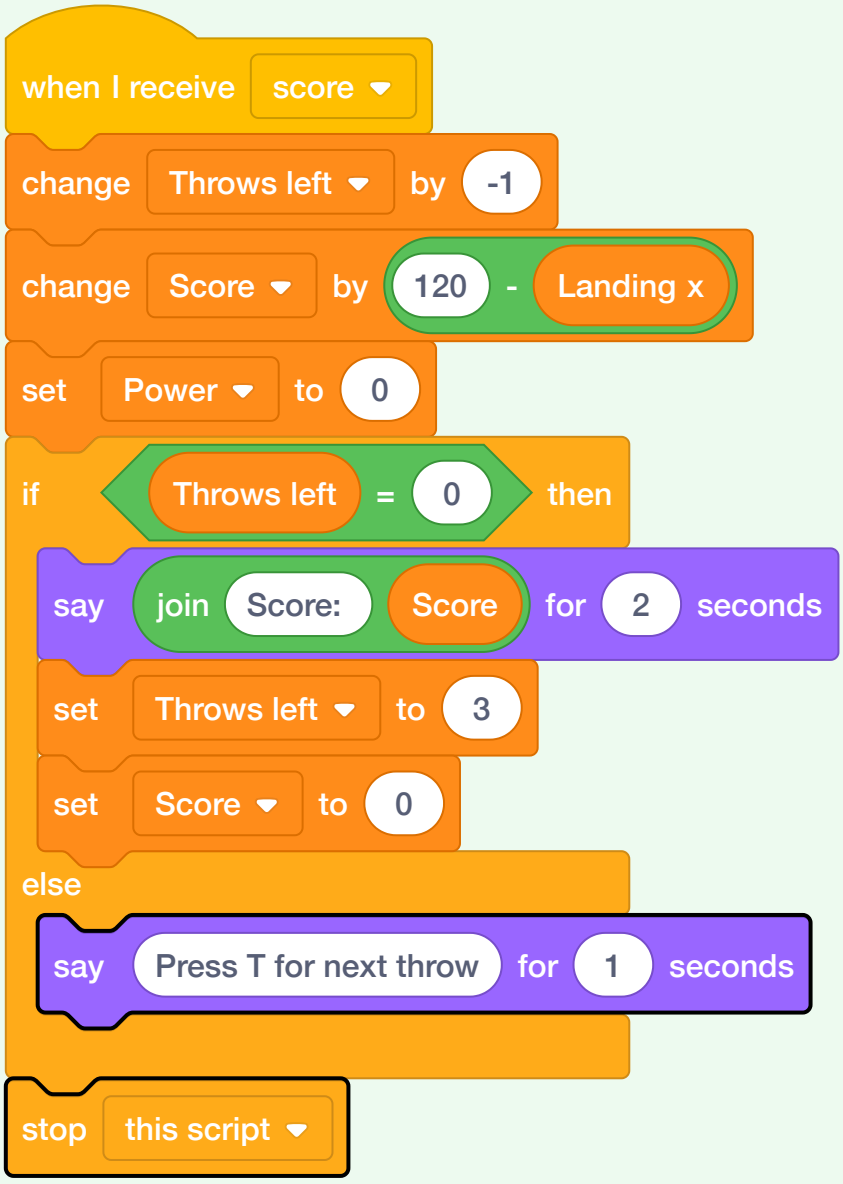
## Display the score

When there are no throws left, show the score, then reset the throws and score.

**Notice**: There is a space after the word 'Score: ' to separate the score from the word.



Tell the player to throw again




**Test:** Press `T` again.

- If there are throws left, check a prompt appears to continue.
- If there are no throws left, check the score is shown and that then the throws and score are reset.

Challenge!

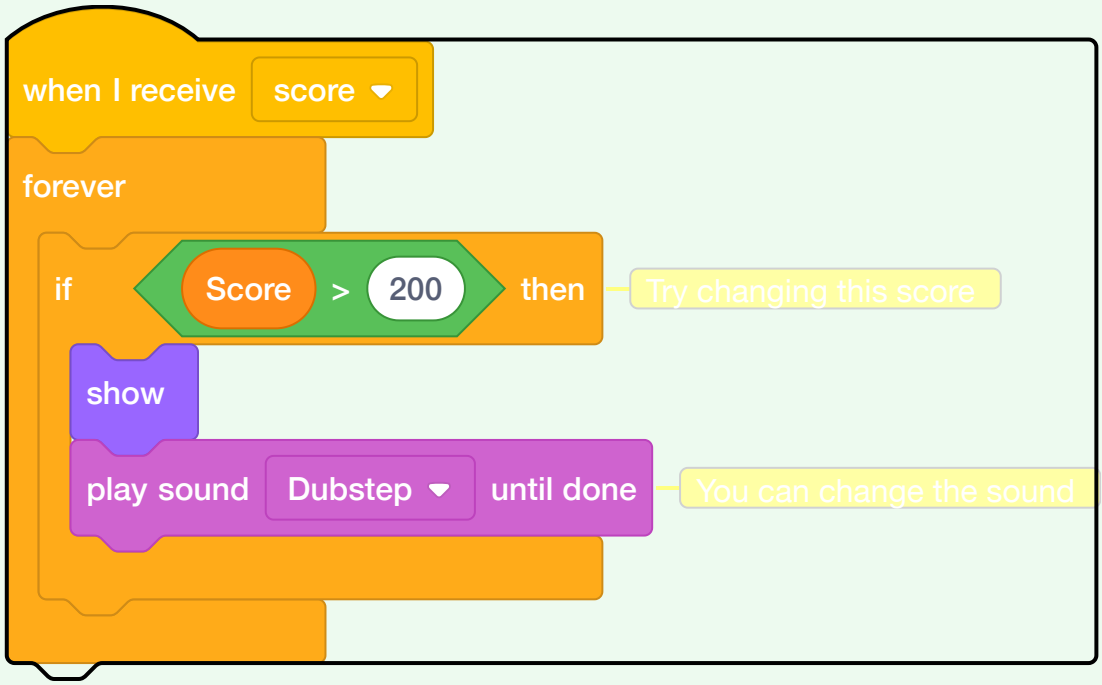
## Challenge

Add a celebration!

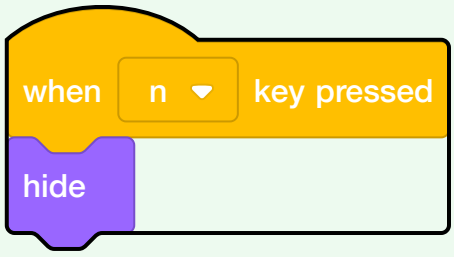
Add a party hat and play a tune when a score is reached!

Select the **Hat** sprite.

When a score more than (>) 200 is reached, the Hat sprite will show and a sound will play.




Add reset code.




**Test:** Press `N` and play to a score above 200, then check the hat shows and you hear your chosen sound.

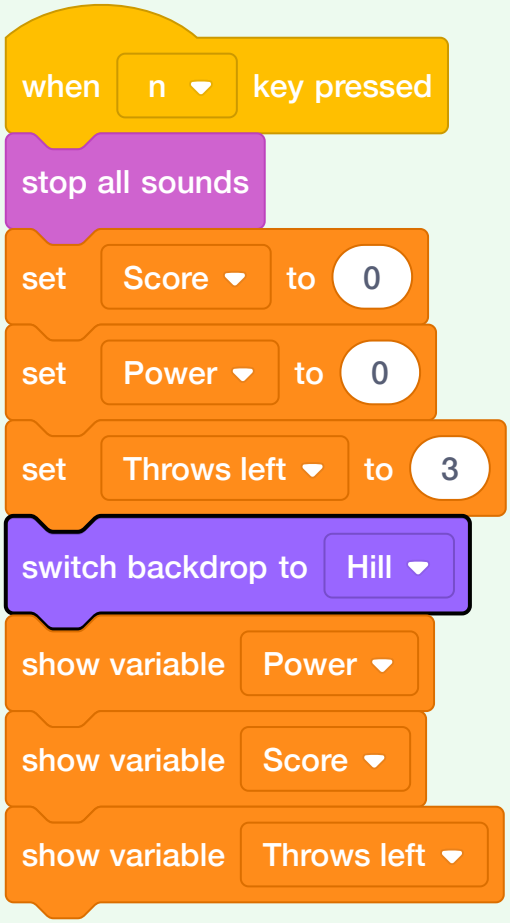
## Show the game controls

Select the Stage and open the Backdrops tab.

Duplicate the Hill backdrop and rename it ‘Controls’.

Add text to the Controls backdrop to show how to control the game.

Add this single block of code to the ‘when n key pressed’ script.



Choose a different Player sprite

Choose the Player sprite and select a new sprite from the library, paint your own, upload an image, or select a random one.

Make sure your new sprite has two costumes: ‘throw’ and ‘still’ to keep the throwing animation.