

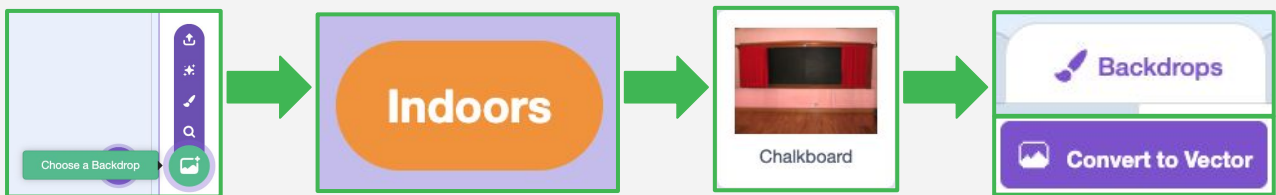
## Find the bug

# Start screen

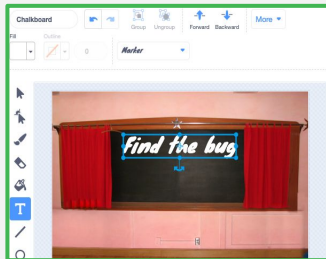
Create the start screen for your game.



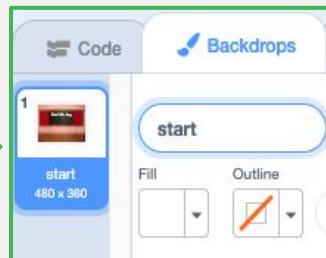
1. Choose the Chalkboard backdrop and convert it to a vector:



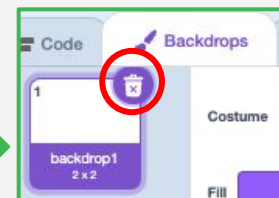
2. Use the text tool to add the text  
Find the bug to the chalkboard:



Change the name of  
the backdrop to start:



Delete the blank  
backdrop:



3. Add the **Spotlight** backdrop from the Music category:



4. Add code to switch to the **start** backdrop when the game starts:

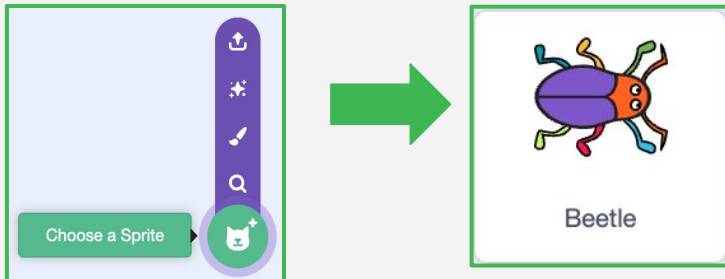


# First level

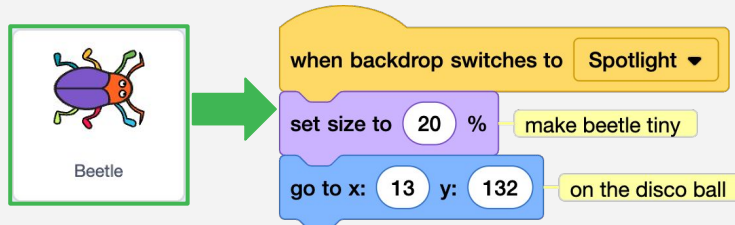


Beetle

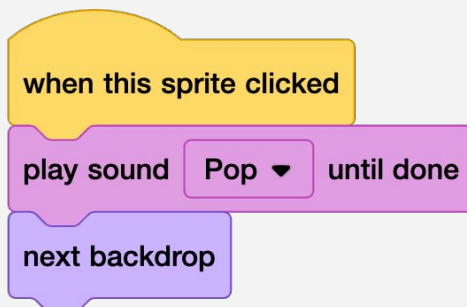
1. Add the **Beetle** sprite to the project:



2. Add code to change the size of your beetle when the backdrop switches to Spotlight, then hide it on the disco ball:



3. Add code to play a Pop sound and switch to the next backdrop when the sprite is clicked:



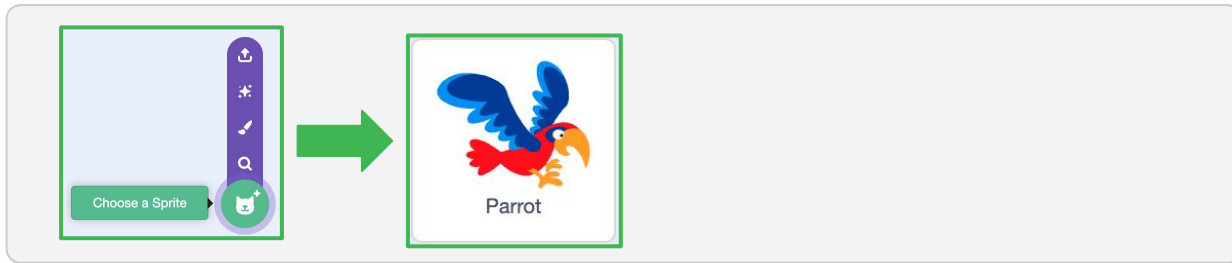
Click on the green flag to test your project. Click on the bug to move to the next backdrop.

The bug should be **big** on the Chalkboard screen and **small** on the Spotlight level.

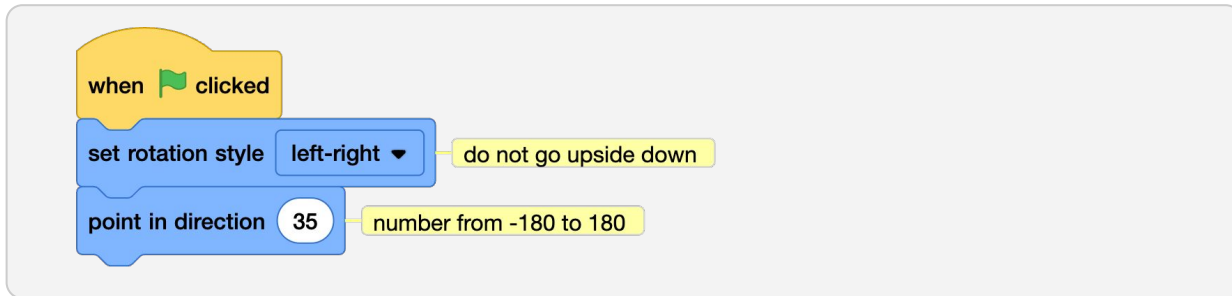
## Find the bug

# Parrot distraction

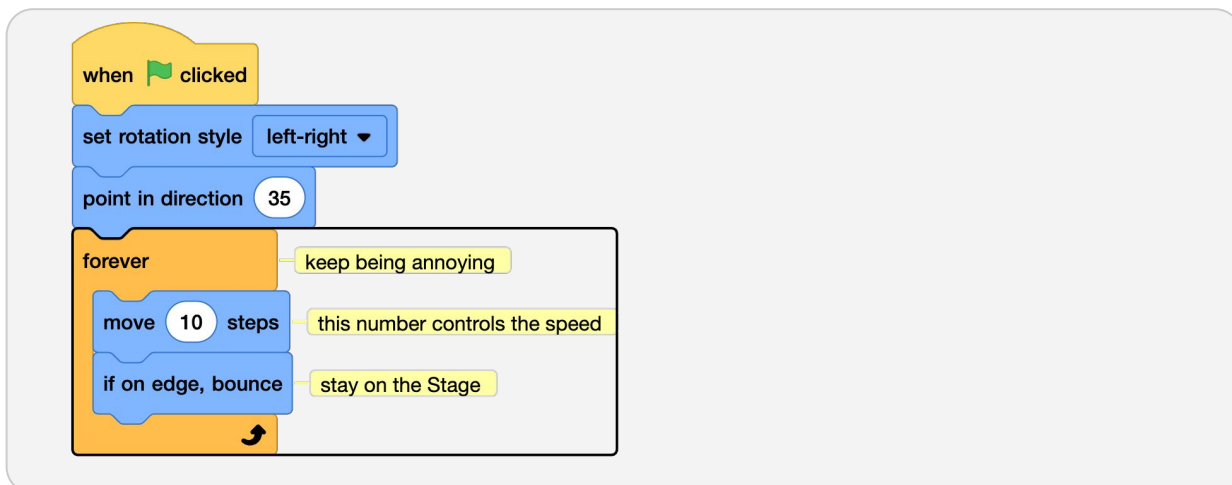
Add the **Parrot** sprite to the project:



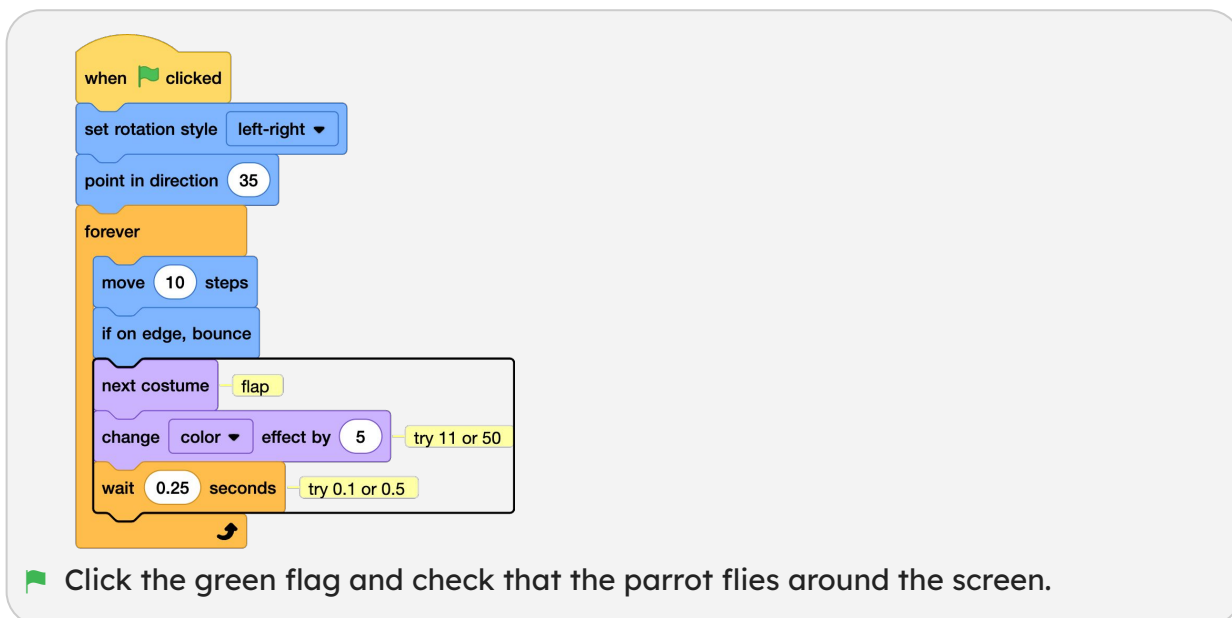
Add code to make sure the parrot always stays upright, and doesn't fly straight across:



Make the parrot move across the screen forever:

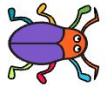


Make the parrot flap its wings by changing the costume:



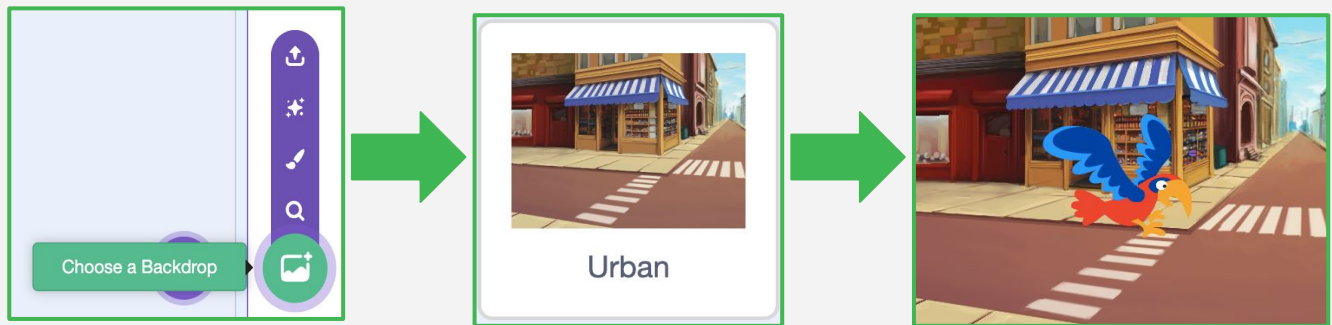
Click the green flag and check that the parrot flies around the screen.

# Second level

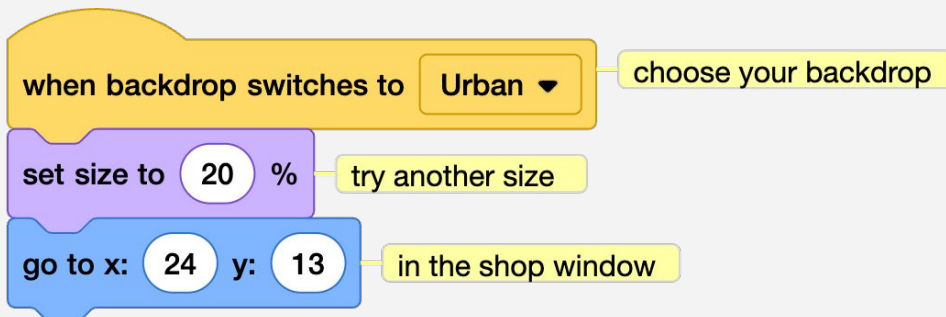


Beetle

Choose another backdrop to make a second level for your game, and make the bug hard to find:

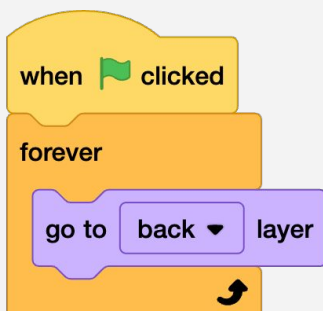


Add this code to the **Beetle** sprite to make it change size when the backdrop changes:



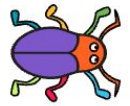
Click the green flag, then click the beetle to see if the backdrop changes.

Add this code to the **Beetle** sprite to make it go behind everything when the game starts:



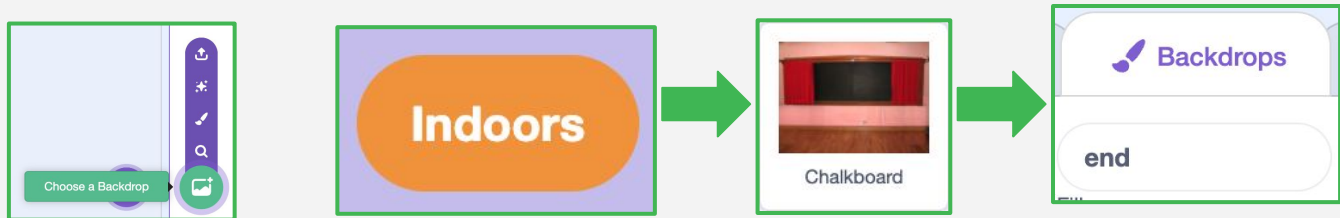
Click the green flag, then watch the beetle to see if it goes backwards in the layers.

# End screen

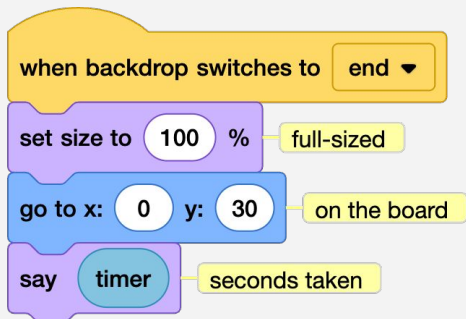


Beetle

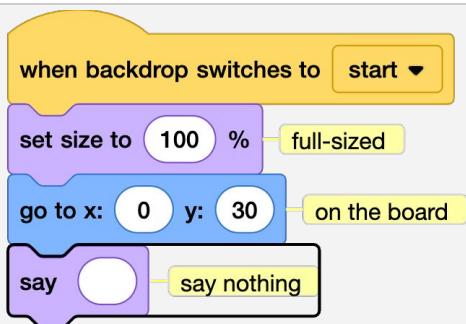
Choose the **Chalkboard** backdrop and rename it to **end**:



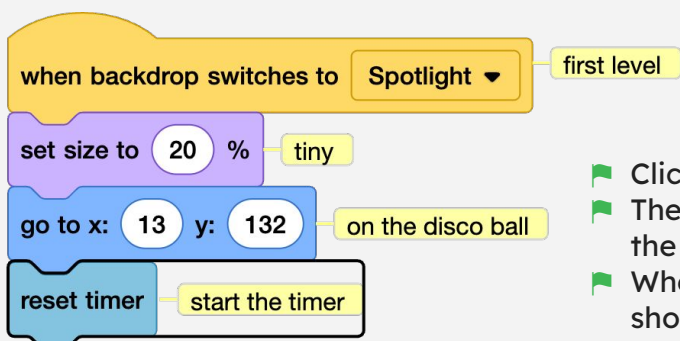
Add code to the **Beetle** sprite to position it on the end screen:



Add code to the **Beetle** sprite to have it say nothing on the **start** screen:

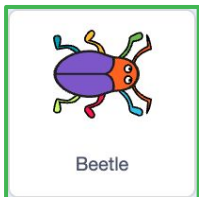


Add code to the **Beetle** sprite to reset the timer on the **first** level:



- Click on the green flag and play the game
- The timer should reset when you click on the bug on the start screen to move to the first level
- When you click on the bug on the end screen, you should return to the start screen and see that the bug is not saying the timer

# Sprite code



```
when backdrop switches to [Spotlight v] // first level
set size to [20] % // tiny
go to x: [13] y: [132] // on the disco ball
reset timer // start the timer
```

```
when backdrop switches to [start v]
set size to [100] % // full-sized
go to x: [0] y: [30] // on the board
say () // say nothing
```

```
when backdrop switches to [end v]
set size to [100] % // full-sized
go to x: [0] y: [30] // on the board
say () // say nothing
```

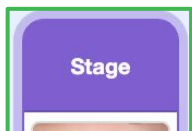
```
when backdrop switches to [Urban v]
set size to [20] % // try another size
go to x: [24] y: [13] // in the shop window
say () // say nothing
```

```
when this sprite clicked
play sound [Pop v] until done
next backdrop
```

```
when flag clicked
forever
go to [back v] layer
```



```
when flag clicked
set rotation style [left-right v] // do not go upside down
point in direction [35] // number from -180 to 180
forever // keep being annoying
move [10] steps // this number controls the speed
if on edge, bounce // stay on the Stage
next costume // flap
change [color v] effect by [5] // try 11 or 50
wait [0.25] seconds // try 0.1 or 0.5
end
```



```
when flag clicked
switch backdrop to [start v] // 'start' screen
```