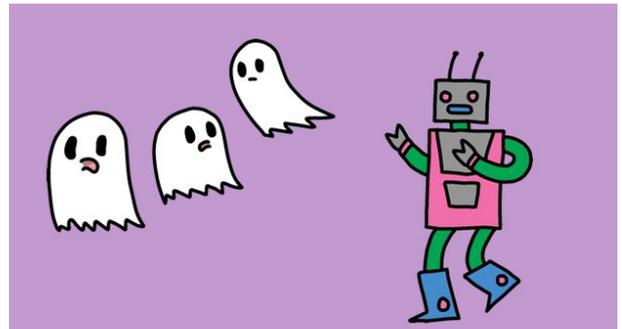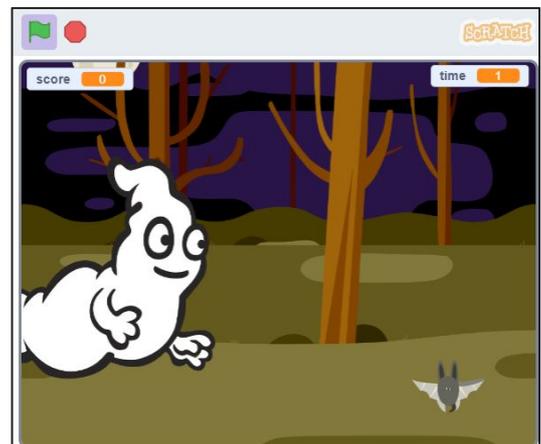# Ghostbuster

Introduction

What you will make

In this game, ghosts will appear at random position on the screen. Click on the ghosts as they appear on screen — each successful click increase your score and adds to the fun!

Open the URL (rpf.io/Ghostbuster) in your browser to experience how the project works. Click on the ghost and check the score.

How will you open the project

- **Online:** Open the https://scratch.mit.edu/projects/editor/ in Scratch.

- **Offline:** Open a new Scratch project on the Scratch 3.0 offline editor. If you need to, you can download Scratch from the given link https://scratch.mit.edu/download. .

1. Animate a ghost

Step 1:
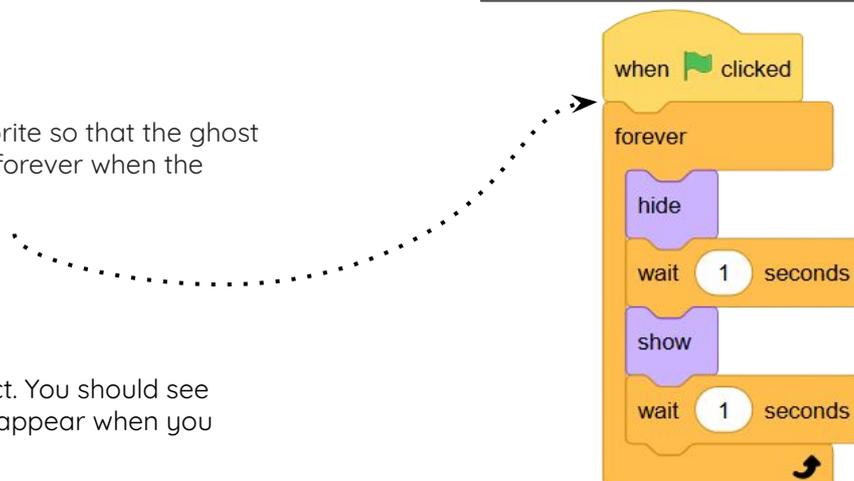Delete the cat sprite by clicking on the bin icon over the sprite thumbnail.

Step 2:
Add in a new ghost sprite and a suitable Stage backdrop.

Step 3:
Add code to the ghost sprite so that the ghost appears and disappears forever when the green flag is clicked.

Step 4:
Test and save your project. You should see the ghost appear and disappear when you click the green flag.
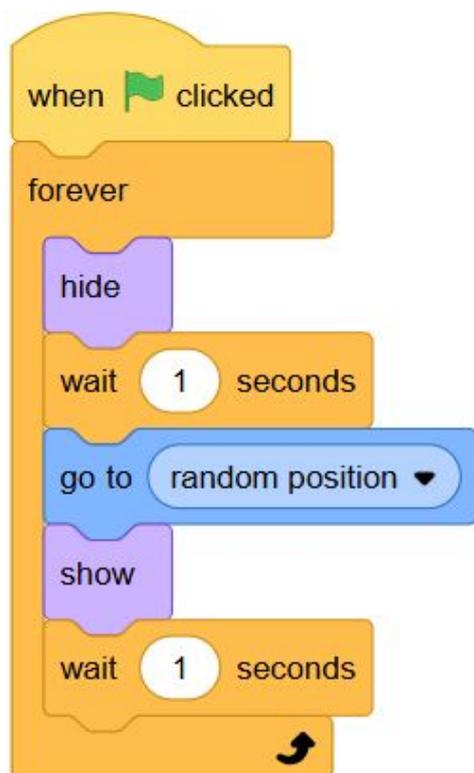
2. Random ghosts

Your ghost is really easy to catch at the moment, because it doesn't move!

Step 1:
Add code to your ghost so that, instead of staying in the same position, the ghost appears at random positions on the Stage:

Step 2:
Test your code. Click the green flag. Your ghost should appear in random places.

```
when [flag] clicked
forever
    hide
    wait 1 seconds
    go to (random position ▼)
    show
    wait 1 seconds
```

3. Code for catching ghosts

Step 1:
Make your ghost disappear when it's been caught! The player should be able to click ghosts to catch them.

Step 2:
test your game and find catching ghosts difficult, you can play the game in full-screen mode by clicking on this button:
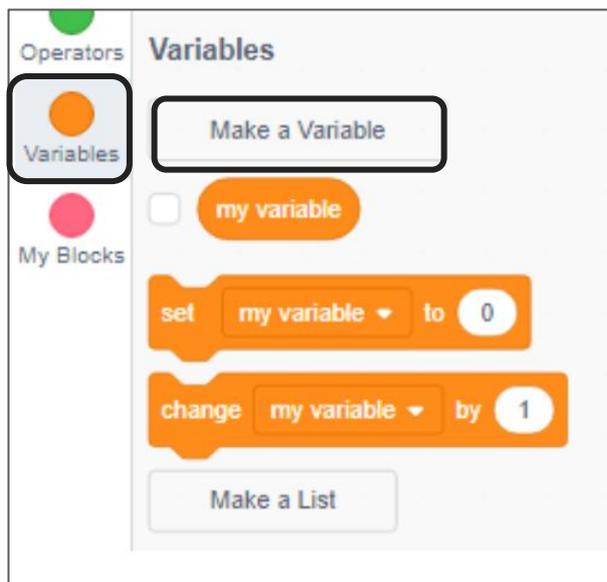
```
when this sprite clicked
hide
```
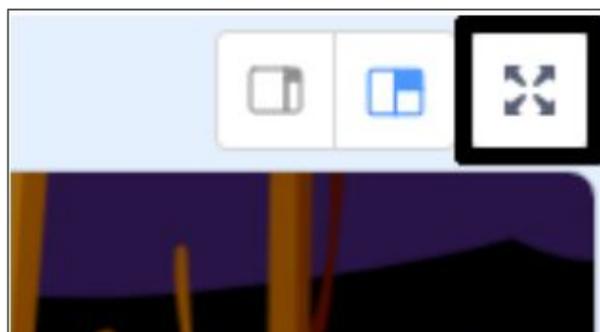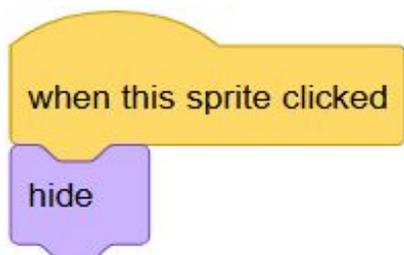
4. Add a score

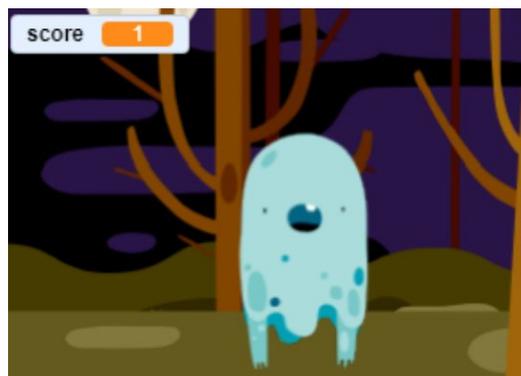Now you're going to make your game more interesting by keeping score!

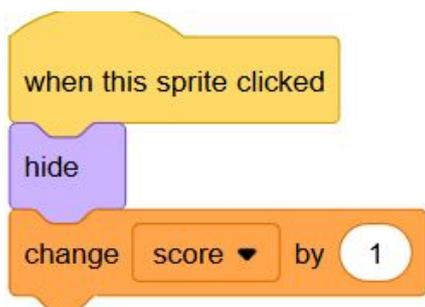**Step 1:**
Create a new variable called score

Step 2:
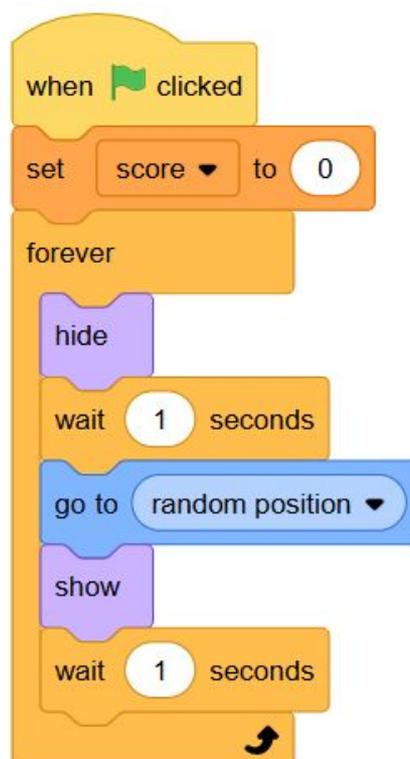Keep track of the player's score. Each time a player clicks on a ghost, their score should increase.

Step 3:
Add this code to your ghost sprite:

Step 4:
Test your code. When you click the ghost, it should disappear and the score should change by 1.

Step 5:
Add code to your ghost so that the score resets when a new game starts:

5. Add a timer

Add a timer to your Stage to give your player only 10 seconds to catch ghosts.

Your timer should:
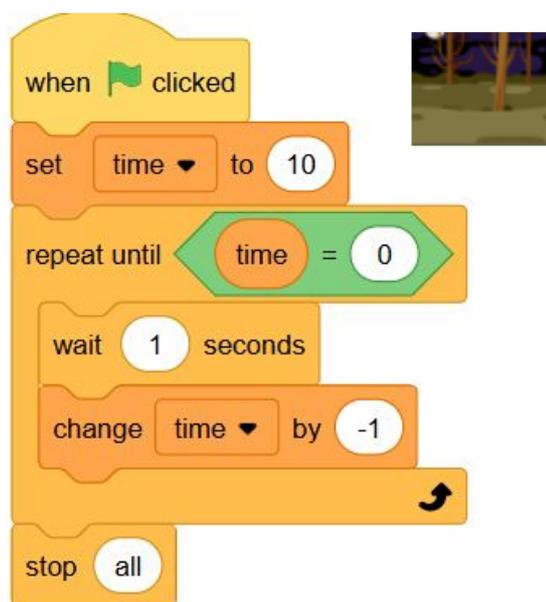- Start at 10 seconds
- Count down every second

The game should stop when the timer gets to 0.

Step 1:
Create a new variable called time.

Step 2:
Add this code to your **Stage:**

```
when [flag] clicked
set time to 10
repeat until < time = 0 >
    wait 1 seconds
    change time by -1
stop all
```

Step 3:
Ask a friend to test your game. How many points can they score?

Step 4:
Change and test your game a few times until you're happy with its level of difficulty.

6. Challenge

Improve your project with these challenges!

- If your game is too easy, you can:
    - Give the player less time
    - Make the ghosts appear less often
    - Make the ghosts smaller

Can you add other sprites to your game?