

# Intermediate Game Production

using Scratch 1.4

## Game Over

By the end of each task I should know how to...

Task 1 - end a game using the broadcast block or the timer.

### Game Over

Most games will have some way of indicating that the game is finished. This may be a message that flashes up or credits that list all the people involved in producing the game.

Before our game can stop, we must have a way of sensing when the game is finished. There are a few ways of doing this. Two methods are shown below.

#### Method 1

The game could finish when the player has scored a certain score.

**Shark**



**Stage**



The IF block is used to sense when the score reaches 20 or more.

Broadcast sends a message out to all the other sprites (and the stage).

When other blocks hear the message they can then take some sort of action.

This example changes to a different background that has the text "Game Over".



#### Method 2

The game could last a fixed amount of time.

**Stage**



The reset timer block starts a clock running.

This loop keeps this script from going to the next blocks until the clock reaches 60 seconds..

When the clock reaches 60 the background is switched and all the scripts are stopped.

You should attempt the task below. Remember - these tasks are designed to make you solve problems yourself. Do not look at the solutions unless you absolutely have to!

**Task 1 - Combine the information given in method 1 and method 2 to make the game stop when the timer passes 40 seconds or when the score is equal to 10.**

## Game Over (solutions)

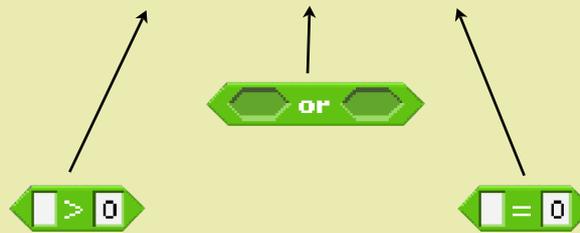
### Task 1

The important part of this task is to be able to untangle the logic behind the problem.

Read the problem carefully and you will see that the game is to finish when.

$$( \text{Timer} > 40 ) \text{ OR } ( \text{Score} = 10 )$$

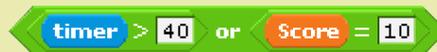
To build this into your script you need three blocks.



Together they look like this.



When the Timer and the Score variable are added we get.



This can be used, as you were shown in Method 2, to make the Stage script loop until one or the other statement is true.



Remember, you will have to Import a second background that the game can switch to when it finishes.

