Computers Studies 10: Game Development Unit

Predator/Prey Template

Instructions: Use Scratch as the gaming engine to create a predator/prey game. You can create a scratch account so that you can save all you work on the internet, or you can work without one saving your work to your usb drive.

Version 1:

* Choose a predator from available sprites and code the predator that it will follow a users mouse pointer.
* Choose a prey sprite and code the object so that it will disappear when it is touched by the predator. Your prey object must regenerate at the start of every game
* Select an appropriate stage/background for the game

Version 2

.1 Add multiple instances of your prey so that your predator has more than one to eat. Code the prey so that they will wait 1 second and re-spawn in a new random location on the stage.

.2 add a user score that increases by plus 10 for each prey that gets eaten. Display the score on the stage. The score must reset at the start of every new game

.3 add a health or lives indicator for the predator, count down from 3. Once the indicator reads 0 no more points can be earned and the stage should display the words game over.

Health/lives are lost if the predator runs into a predator killer object that moves randomly around the screen.

Version 3

.1 add a top store stage that has the names of the top 3 players and their score. This score board is to be displayed at the end of every game. If the player gets a high enough score they can add their name to the score board. Only the 3 highest games are to be displayed.

Score board should be persistent and not reset.

.2 increase level of difficulty at 300, 500 and 750 points by adding one more predator Killer and increase its speed