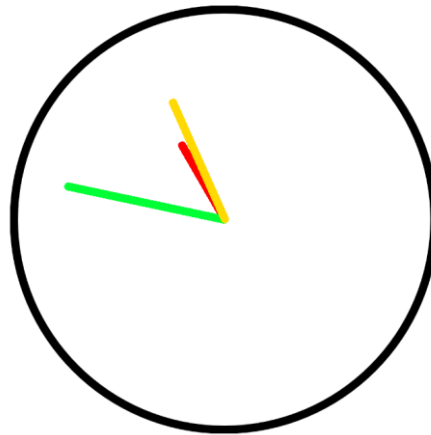


IDE Code Builder 2024

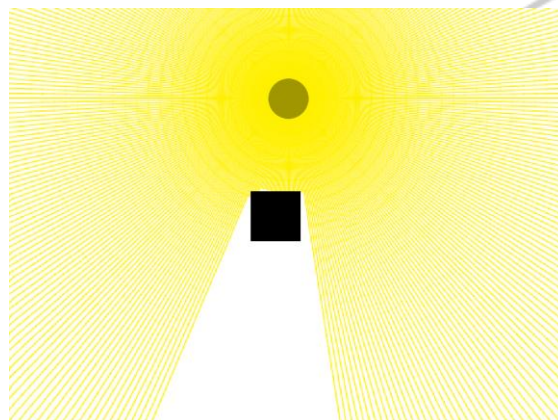
CLOCK

- Create a circle & 3 straight lines sprites on your own
- Place them accurately such that they look like a clock
- Red line represents hour hand, yellow line represents minute hand, and green line represents seconds hand
- Make the clock tick and show time according to the time right now



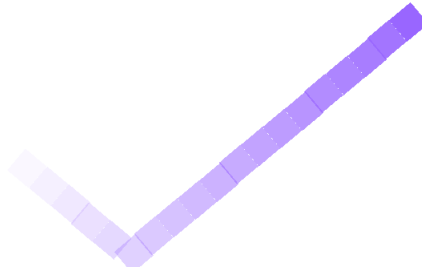
SUN

- Create a sun sprite and black square sprite by yourself
- Shoot out sun rays, but ensure that the sun rays are blocked by the black square sprite
- The black square will bounce left and right forever



RICOCHET

- Create a purple square sprite as shown
- Program the sprite to bounce around the screen forever
- The purple square sprite must leave a “disappearing” trail as shown when moving and bouncing around



FIRE

- The file with the fire and grey circle sprites is given to you
- When program starts, create the smoking effect as shown
- The smoke must be generated from behind the fire sprite



RAINING APPLES

- Create a rain of apple clones
- The apple sprite can be found in the sprites library
- In the beginning, the original apple sprite is hidden
- The apple clones will rain down, starting from a random position from the top of the screen, changing from transparent to opaque, raining in a randomly slanted angle
- When clicking on these clones with the mouse, they will disappear and each apple clone will add 1 to the variable “apples collected”
- If the apple clones touch the edge of the screen, they disappear
- When the number of “apples collected” is 10 or more, the original apple sprite will appear in the middle of the screen saying “GAME OVER”
- After “GAME OVER”, the continuous raining apples should be bigger in size

apples collected 5

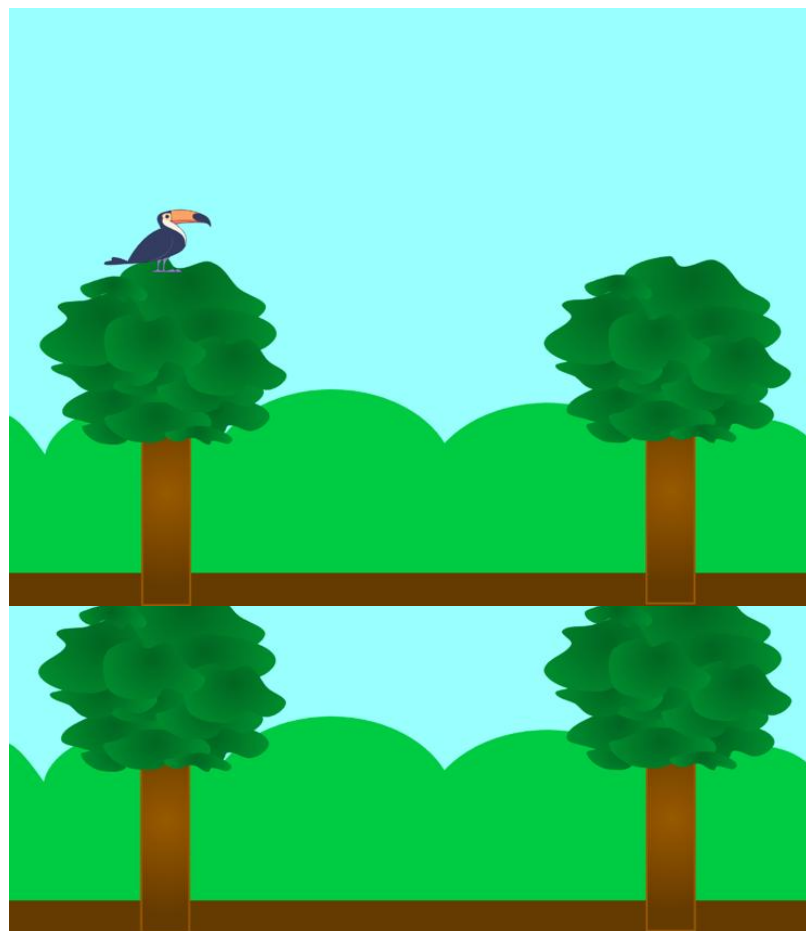
apples collected 10

Game Finish!

IDE Code Builder 2025

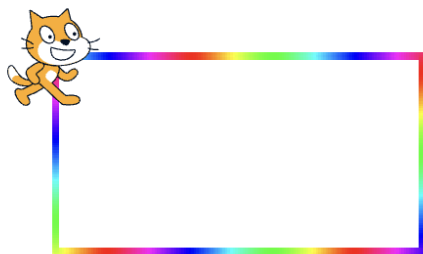
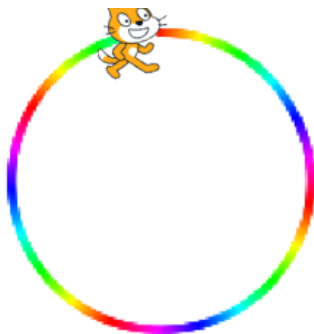
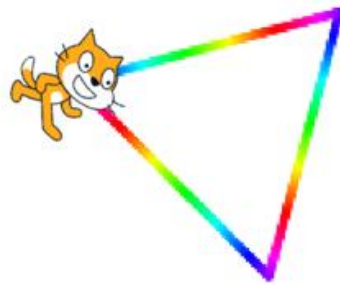
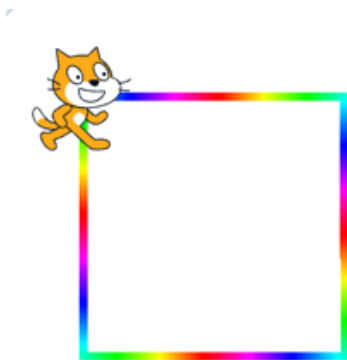
TOUCAN FLYING BETWEEN TREES

- Create the following sprites from the sprites library. The backdrop should be the same.
- At the beginning, the toucan will be resting still on the first tree on the left. After 1 second, the same toucan will start moving across the screen, mimicking a flying animation, to the second tree on the right.
- Similarly, the toucan will be resting still on the second tree on the right for same period of time before flying back to the first tree on the left.
- The pattern above should continue to repeat forever.



DRAW BASIC SHAPES

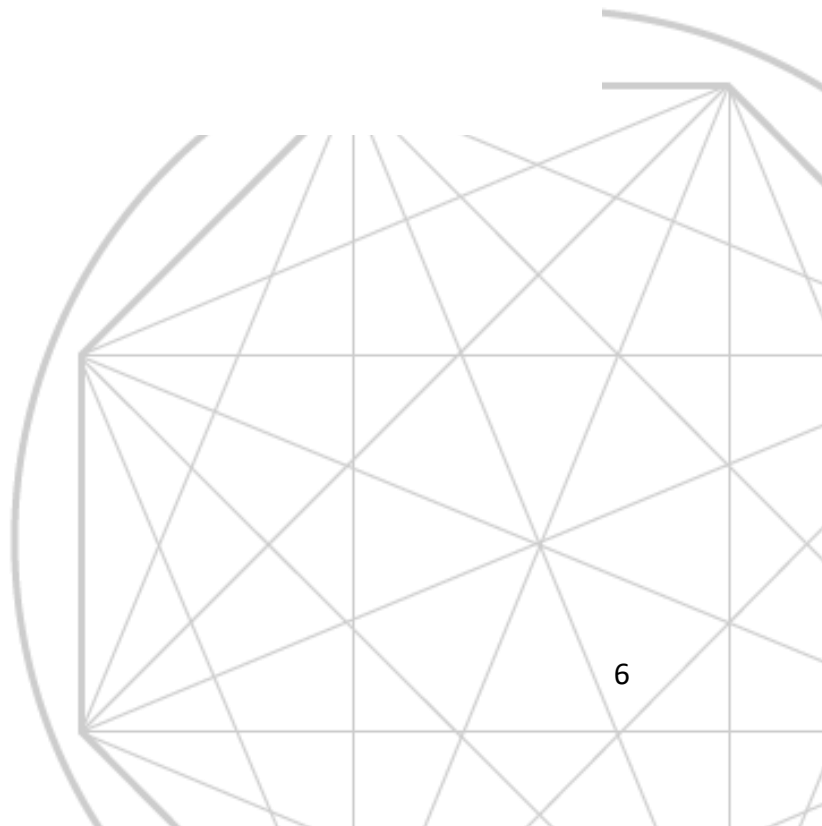
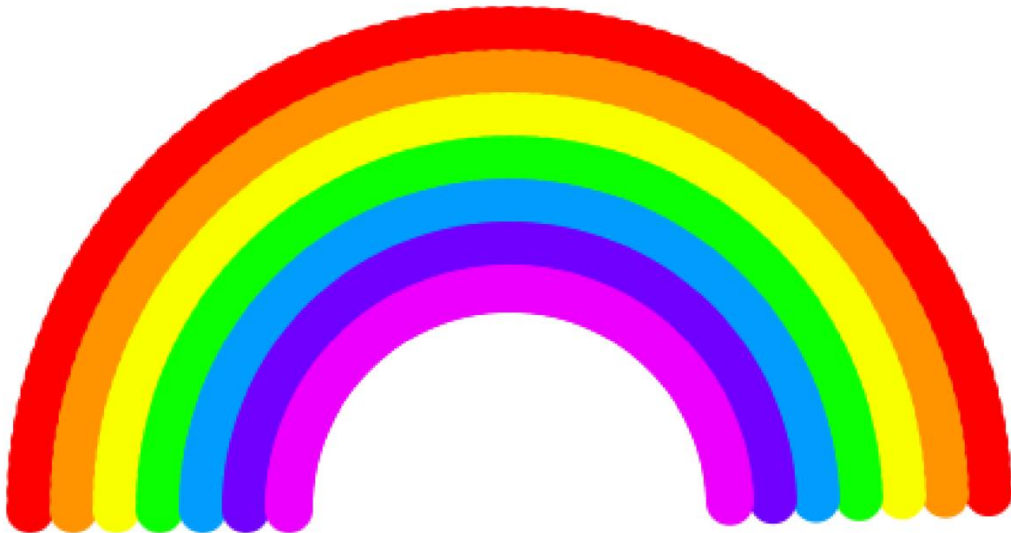
- Create a cat sprite from the sprites library.
- The drawing space does not have to be exact to the images or videos shown. However, it should remain as a white backdrop.
- When an alphabet key is pressed on the keyboard, the cat should be able to use the pen extension in Scratch to draw the corresponding shapes such as circle, square, rectangle and triangle in rainbow.
 - When the alphabet key “c” is pressed, the cat should be able to draw and complete a circle independently on its own.
 - When the alphabet key “s” is pressed, the cat should be able to draw and complete a square independently on its own.
 - When the alphabet key “r” is pressed, the cat should be able to draw and complete a rectangle independently on its own.
 - When the alphabet key “t” is pressed, the cat should be able to draw and complete a triangle independently on its own.
- The cat should complete the shapes one at a time. When the next alphabet key is pressed after one of the shapes has been completed, the shape should be erased from the screen to draw the next shape.



RAINBOW

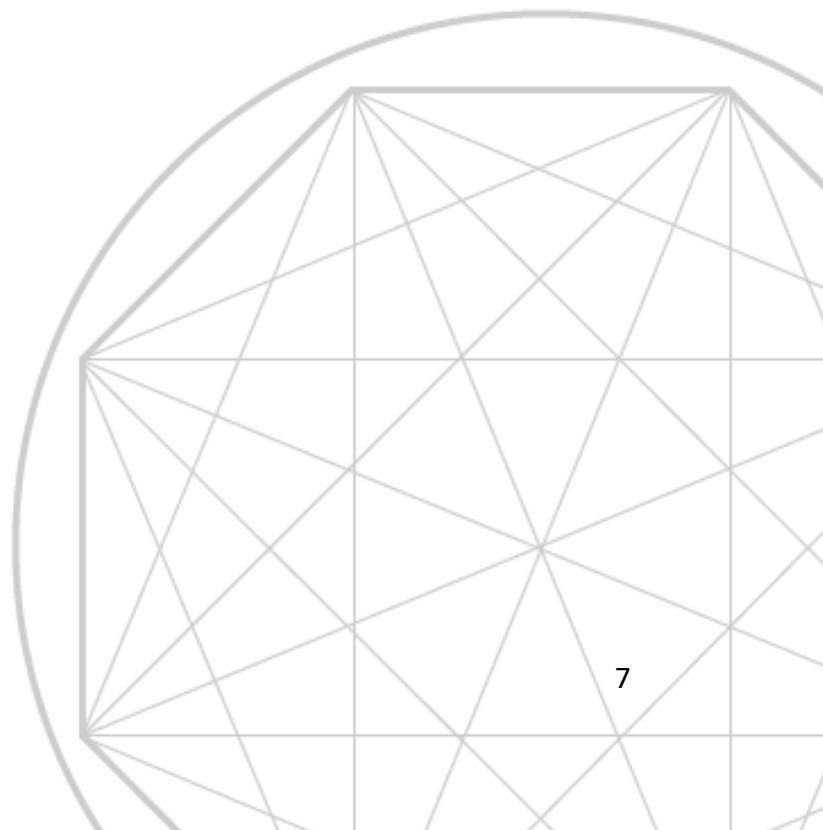
- Create a ball sprite from the sprites library. The backdrop should be white in color.
- Create an “Angle” variable. It is compulsory to use this variable in the program.
- When program starts, use the pen extension to draw the first color of the rainbow which is red, followed by the other colors in the exact sequence. The first color should start from the outermost towards the innermost of the rainbow.
- You should only form the top half of the circle (semi-circle) to look like a rainbow.
- There should be no white space in between any of the colors of the rainbow.
- Once all the seven colors of the rainbow is completed, the program should stop on its own.

angle 90



SHOOTING STARS

- Create a star sprite from the sprites library.
- Every time the mouse pointer moves, the star should start as a yellow star. You should not start with a different color from before — it always starts yellow.
- Program the star sprite to follow your mouse pointer. As the yellow star is following your mouse pointer, stars of various colors will follow behind creating a shooting stars animation.
- In addition, the stars will create effects like they are fading out using ghost effect.



FEED THE FISH

- Create the following sprites such as ball and fish from the sprites library. The backdrop should be the same.
- Create a sprite that looks like a bubble and rename the sprite as bubble. The color and transparency of the bubbles should be as similar to the sample given. Any slight differentiations are still acceptable.
- Create the following variables such as Fullness, Ypos and Xpos. It is compulsory to use these variables in the program.
- Every time the program starts, the fish will start to swim from above or below the surface of the ocean at random.
- The fish will always swim from the left side of the screen to the right side of the screen. Thereafter, it will swim from the right side to left side. This pattern will repeat forever.
- In addition, there should be the sound of bubbles playing in the background.
- Every time the mouse is clicked & the ball sprite touches the fish, the fish will be fed.
- However, when the fish is fed more than 10 times, the fish will flip over and swim to the surface of the water to indicate that it has lost its life.

