



CODE CHALLENGE
CHAMPIONSHIP

KIDCODER MISSION 1

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LEVEL 2 CATEGORY

20
24

Toucan Butterfly Chase

Overview:

In a vibrant tropical jungle, a playful toucan is on a mission to catch as many butterflies as it can. The toucan invites the player to join in the fun, starting with a warm greeting and asking for their name. Together, they will guide the toucan to chase and catch butterflies that appear randomly throughout the jungle. Each time the toucan catches a butterfly, the score increases, and a new butterfly spawns in a different spot. With its wings flapping and the jungle buzzing with excitement, the toucan needs your help to catch them all!

Mission:

As a professional games programmer, your task is to create a fun butterfly-catching adventure for the toucan. The game starts with the toucan welcoming the player and asking for their name. After the player enters their name and the toucan welcomes the player, the toucan shrinks to **50%** size and continuously flaps its wings by changing costumes.

The player can control the toucan using the **arrow keys to move in all directions**, chasing butterflies that randomly appear on the screen. Each time the toucan catches a butterfly, **the score increases by 1**, and the butterfly respawns in a new random position. Your goal is to build a smooth, interactive game where the toucan collects as many butterflies as possible!

Useful Hints:

- Use Scratch 3 or PictoBlox to implement this game.
- Add a question to collect the player's name.
- Animate the toucan by switching between costumes to simulate wing flapping.
- Ensure that butterflies respawn at random locations when caught.
- Set up a score system that updates each time the toucan catches a butterfly.

Game Steps:

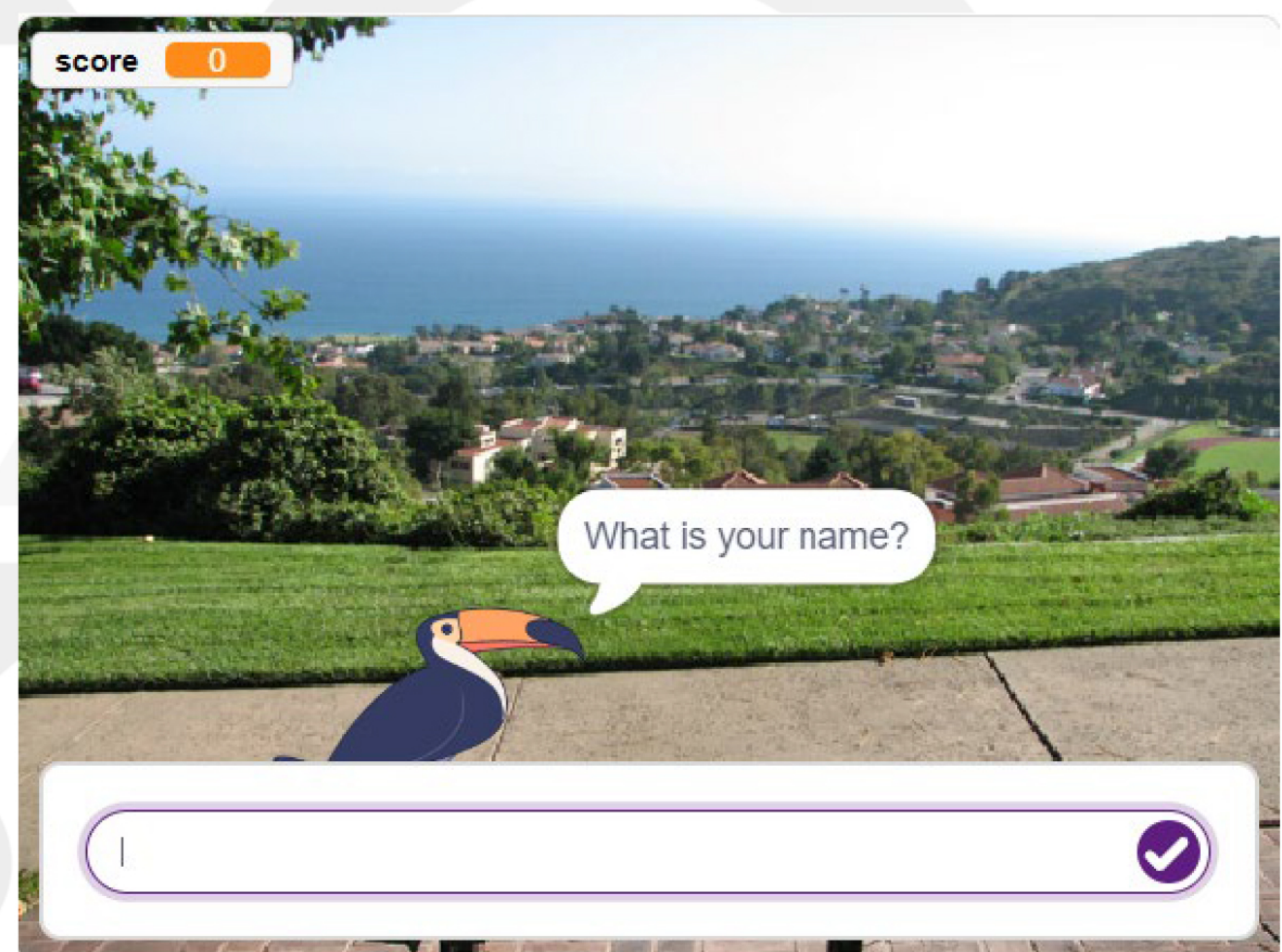
- **Step 1:**

The game starts with the toucan sprite at 100% size. The toucan says **"Hello!"** for 2 seconds.



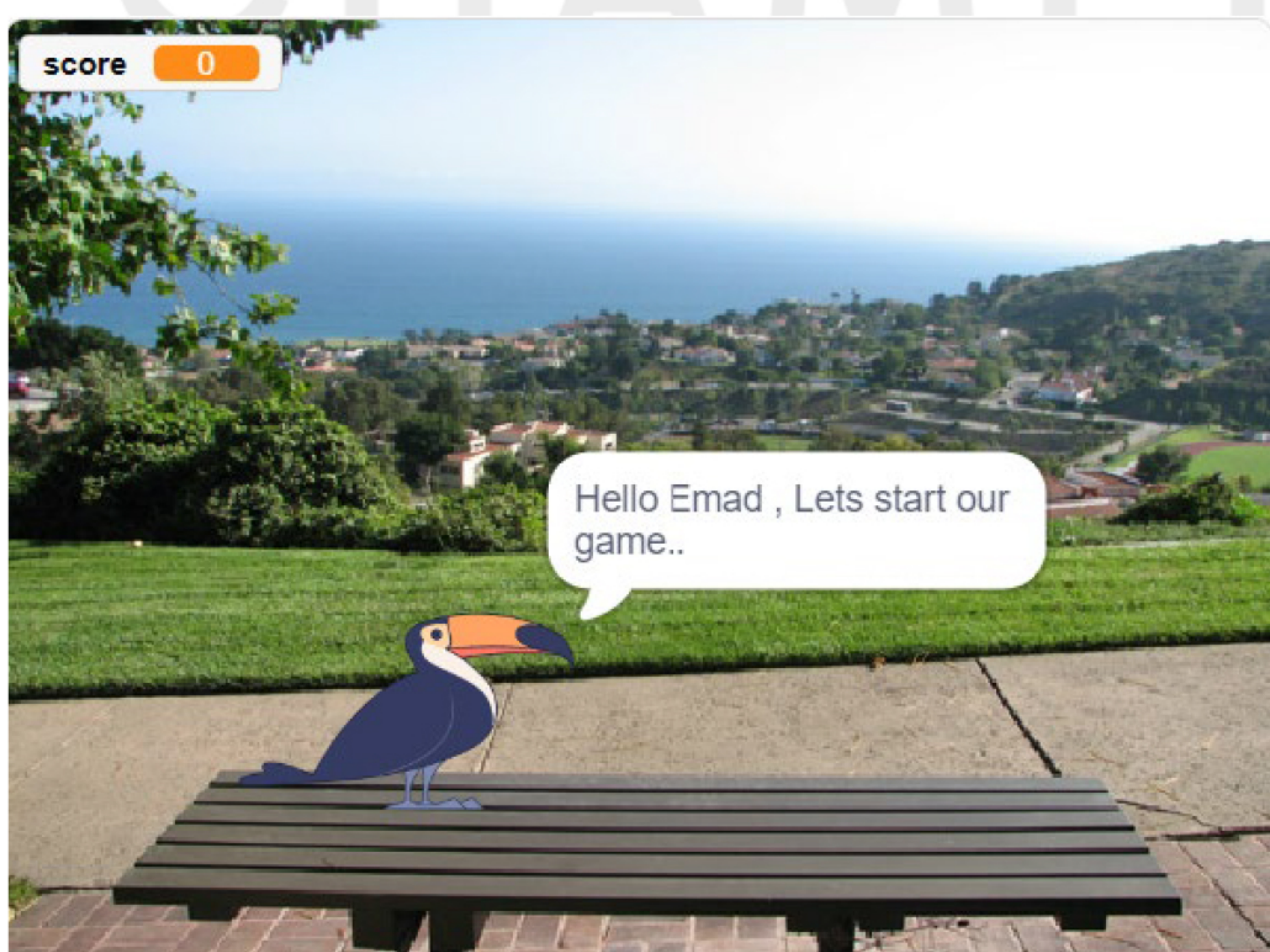
- **Step 2:**

The toucan asks the player, **"What is your name?"** and waits for the player to input their name.



- **Step 3:**

Once the player's name is entered, the toucan says, **"Hello [Player's Name], Let's start our game..."** for 2 seconds and then, **"You should eat all the butterflies now..."** for 2 seconds.



- **Step 4:**

The game begins. The toucan shrinks to **50% size** and starts animating its wings (switching costumes). The player controls the toucan using the **arrow keys (up, down, left, right)**.



- **Step 5:**

A butterfly appears at a random position on the screen. When the toucan touches the butterfly, **the score increases by 1**, and the butterfly reappears at a new random position.

