



CODE CHALLENGE
CHAMPIONSHIP

KIDCODER MISSION 2

CODE CHALLENGE CHAMPIONSHIP

LEVEL 2 CATEGORY

20
24

Hungry Shark Adventure

Overview:

In the deep blue ocean, there's a very hungry shark looking for a feast! Can you help this shark catch and eat all the different types of fish swimming by? Fish are swimming quickly across the ocean, and it's up to you to guide the shark to its next meal. Use the up and down arrows to move the shark and catch the fish. Every time the shark eats a fish, it will close its mouth to munch it and then open again, ready for more! The shark is hungry and waiting—let's see how many fish it can eat in 60 seconds!

Mission:

Your task is to guide the shark as it hunts for fish in the ocean. Control the shark using the **up and down arrows to move it vertically**, avoiding missing the fish. **Each time a fish moves from the right to the left side of the screen in a random vertical position**, the shark must be positioned correctly to eat it. **When the shark eats a fish, its mouth will close and then open after 0.2 seconds, and 1 point will be added to the score.** As a bonus, the game will last **60 seconds**, and the goal is to score as many points as possible before time runs out!

Useful Hints:

- Use Scratch 3 or PictoBlox to implement this game.
- Move the shark using the **up and down arrow keys** to navigate through the ocean.
- Animate the shark by switching between **open and closed mouth costumes when eating the fish within 0.2 seconds.**
- Make the fish move from the **right to the left side of the screen** and **change the type of fish each time a new one appears.**
- Add a scoring system to show the player's current score, updating each time the shark successfully eats a fish.

Bonus Part:

A timer will be displayed alongside the score, counting the seconds. The game will automatically end after **60 seconds**. This makes it a race against time, adding an extra level of excitement.

Game Steps:

- **Step 1:**

The shark starts on the left side of the screen, and the player can move it up or down using the arrow keys. Different types of fish will swim across the ocean from right to left at random vertical positions.



- **Step 2:**

The player must position the shark correctly to eat the fish. When the shark eats a fish, it will close its mouth and open it after **0.2 seconds**. For each fish eaten successfully, **1 point** will be added to the player's score.



- **Step 3: Bonus Part**

A timer will start as soon as the game begins, displayed next to the score. The player has **60 seconds** to score as many points as possible before the game ends.

