



CODE CHALLENGE
CHAMPIONSHIP

AI MISSION 1

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JUNIOR CATEGORY

20
24

Fruit Collector

Overview:

A farmer needs your help! His orchard is full of ripe fruits—apples, oranges, and bananas—but they are falling from the trees too quickly for him to collect. The farmer has asked you to help him gather the fruits before they hit the ground. Using a special bowl that moves with your nose, you can catch the falling fruits and help the farmer save his harvest. Be careful though! If you miss a fruit, it will spoil on the ground, and you'll lose points. Can you help the farmer and collect enough fruits to win?

Mission:

Your task is to create a **Fruit Collector** game in PictoBlox. The game will involve fruits falling from trees, and the player must move a bowl to catch them. **The bowl will be controlled by the player's nose or face using the camera.** For every fruit collected, the player earns **2 points**, and for every fruit missed, they **lose 1 point**. As Bonus, when the player reaches a score of **20 or more**, the game will stop, and a message will appear saying, "**You Win, Congratulations!**"

Useful Hints:

- Use **PictoBlox's Face Detection** to control the movement of the bowl based on the player's nose position.
- Implement scoring logic to reward the player **2 points for each fruit caught and subtract 1 point for each fruit missed**.
- Create falling fruit sprites and control their speed and appearance.
- Set a win condition that ends the game once the player reaches **20 points or more and displays the congratulatory message**.
- Use these costumes for the game:



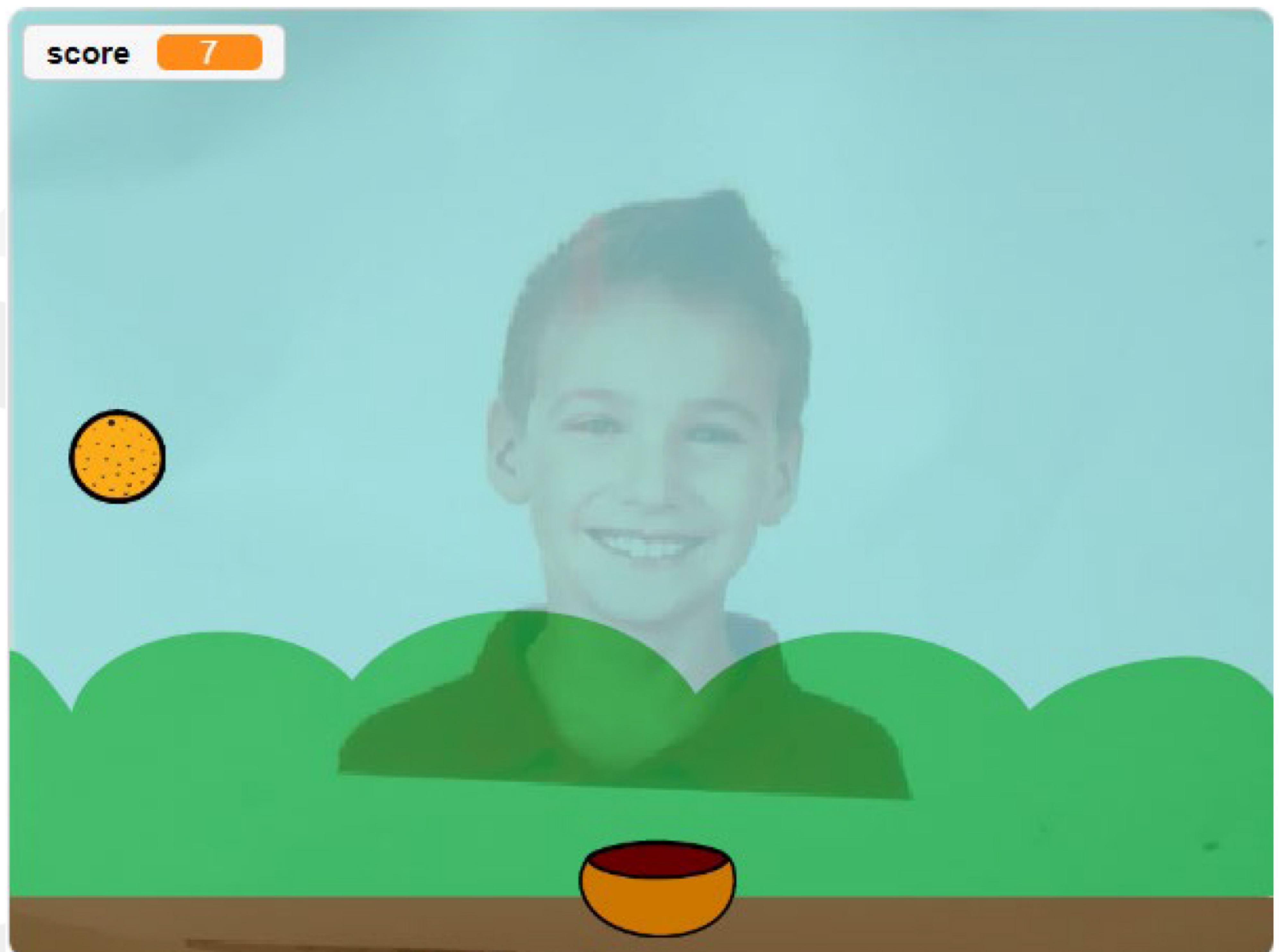
Bonus Part:

The bonus feature activates when the player reaches a score of 20 or more. Once the score hits 20, the game will automatically stop, the camera will turn off, and a congratulatory message will appear on the screen: **"You Win, Congratulations!"**

Game Steps:

- **Step 1:**

The game starts with apples, oranges, and bananas falling from the trees in sequence.



- **Step 2:**

The player controls the bowl with their **nose using the camera, moving the bowl left and right** to collect the fruits. Each fruit successfully collected adds **2 points** to the score. Missing a fruit and letting it touch the ground **deducts 1 point**.

- **Step 3: Bonus Part**

The game continues until the player reaches **20 points or more**, at which point the game stops, and a winning message appears.

