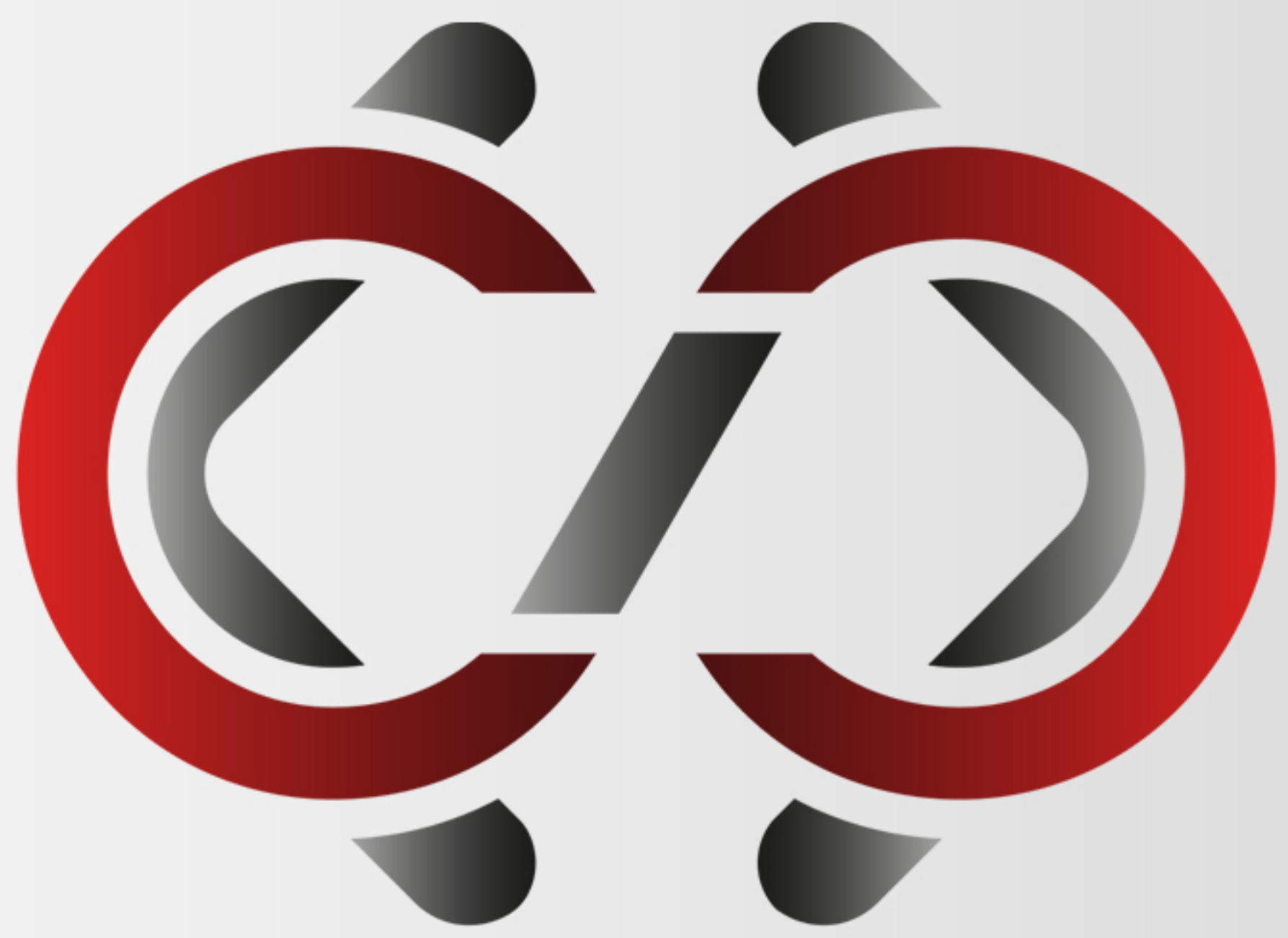




CODE CHALLENGE
CHAMPIONSHIP



Kidcoder

L e v e l 2

H a n d b o o k



Code Challenge Championship



Mission 1

Supermarket Cashier

Supermarket Cashier

Overview:

ELF is the owner of a supermarket and needs help to create a system for calculating the total price for customers. This system will act as a cashier to assist customers in adding up the prices of their selected items. Your task is to help ELF create a simulation game where customers can select items, and the total cost will be automatically calculated.

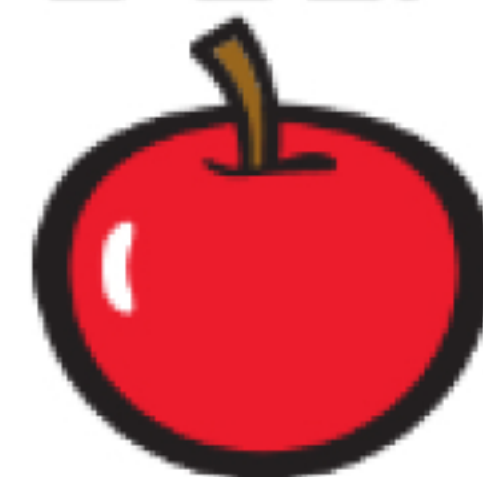
Mission:

As a talented programmer, your task is to make this cashier simulation for ELF's supermarket. Firstly, ELF will welcome the customer by saying, "**Welcome To Code Challenge Store, Let's Start..**". Then, the customer will choose the items they want to purchase by clicking on them.

The supermarket has four main items:

1. Apple for 5 EGP
2. Orange for 10 EGP
3. Banana for 7 EGP
4. Strawberry for 12 EGP

5 EGP



7 EGP



10 EGP



12 EGP



When the customer clicks on an item, its price will be added to the total, and ELF will announce, "**The total is --- EGP**". Additionally, a coin sound will be played each time an item is clicked.

Useful Hints:

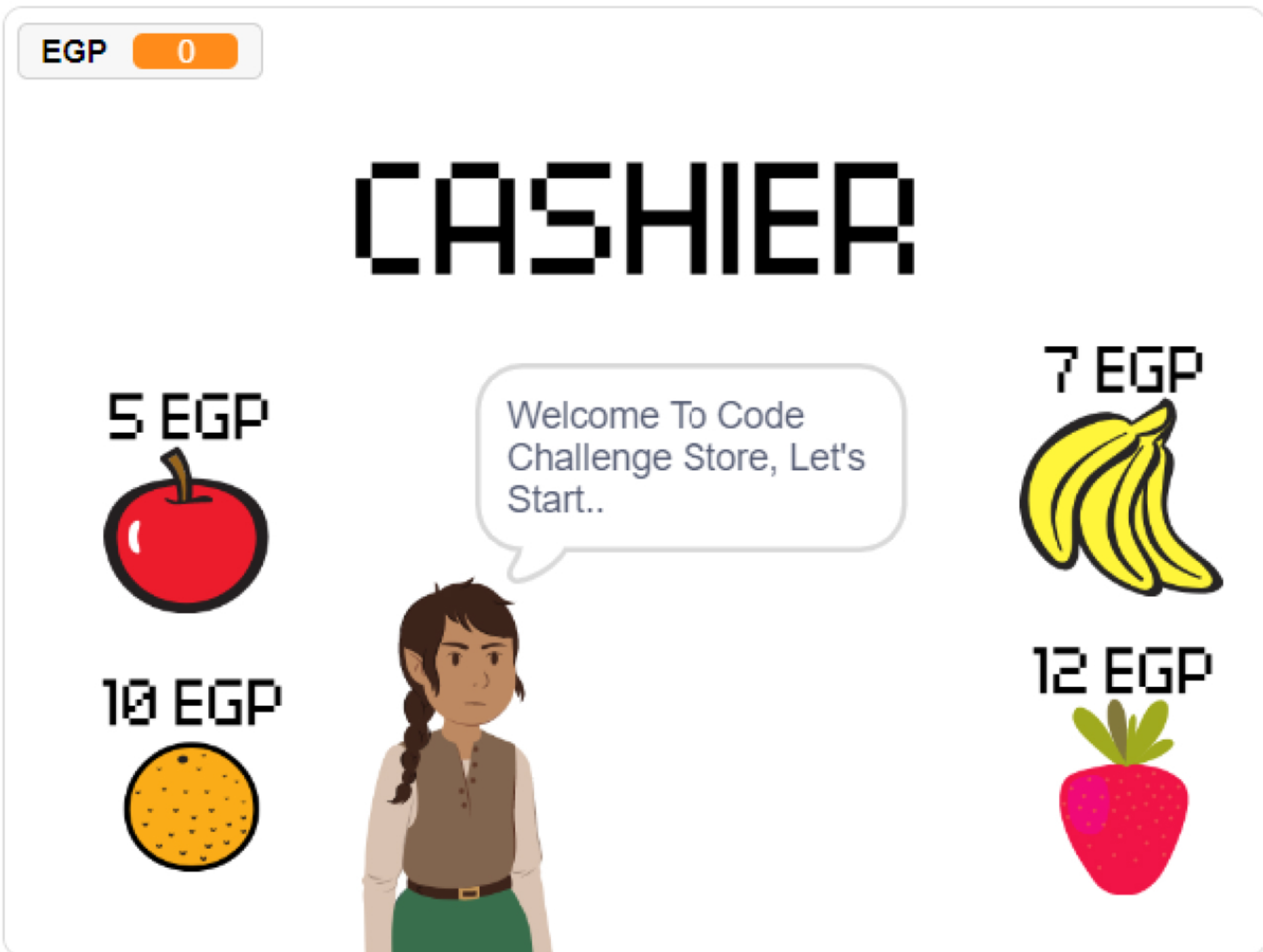
- Use your knowledge of Scratch 3 or PictoBlox to implement this game.
- Use appropriate costumes for the supermarket and items.
- Ensure that a coin sound effect is triggered when any item is clicked.
- You can see the detailed video for this game from this YouTube link:

<https://youtu.be/ZU9fdvkxhGc>

Game Steps:

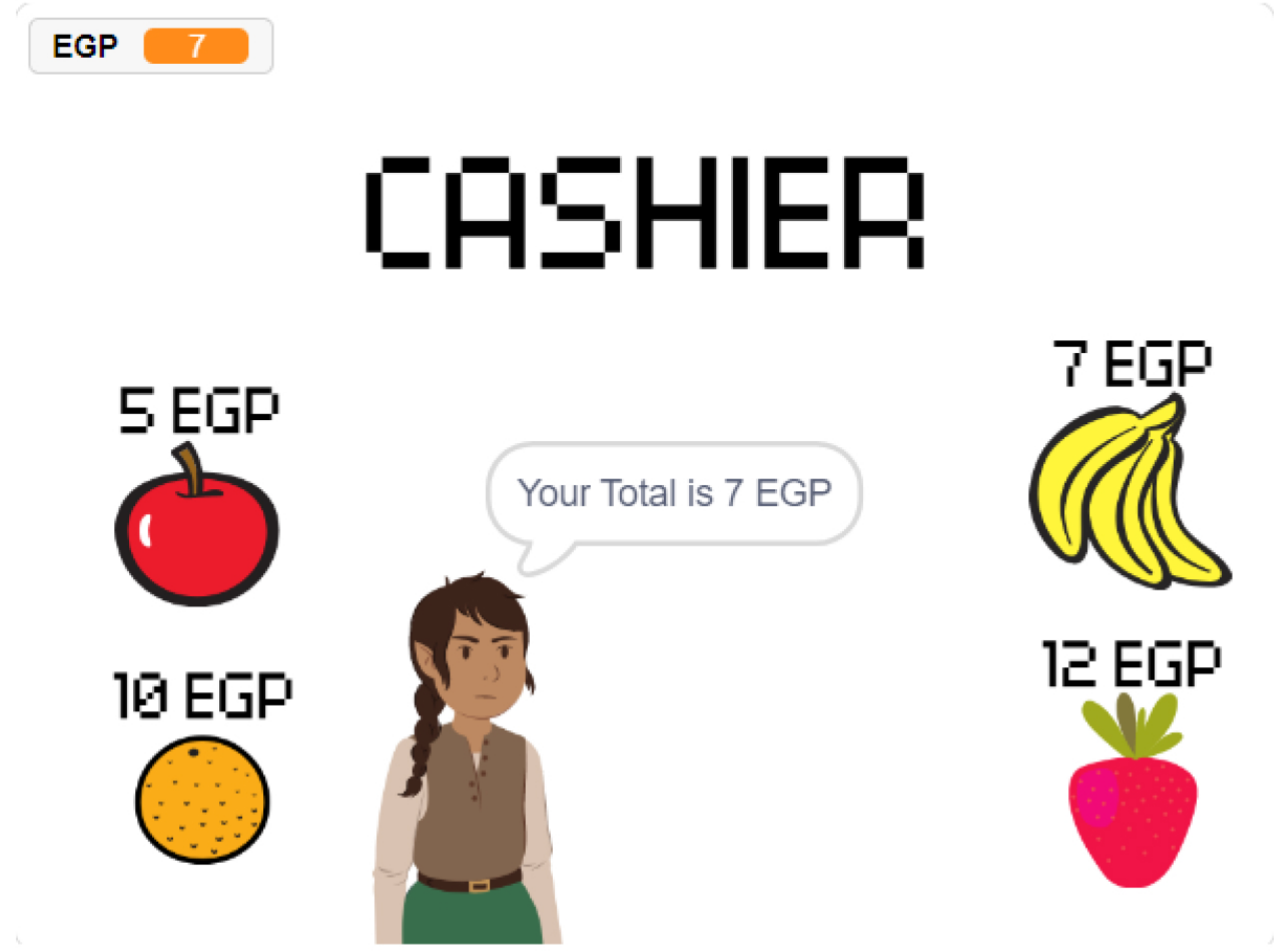
- Step 1

ELF will say the welcoming sentence for 2 seconds.



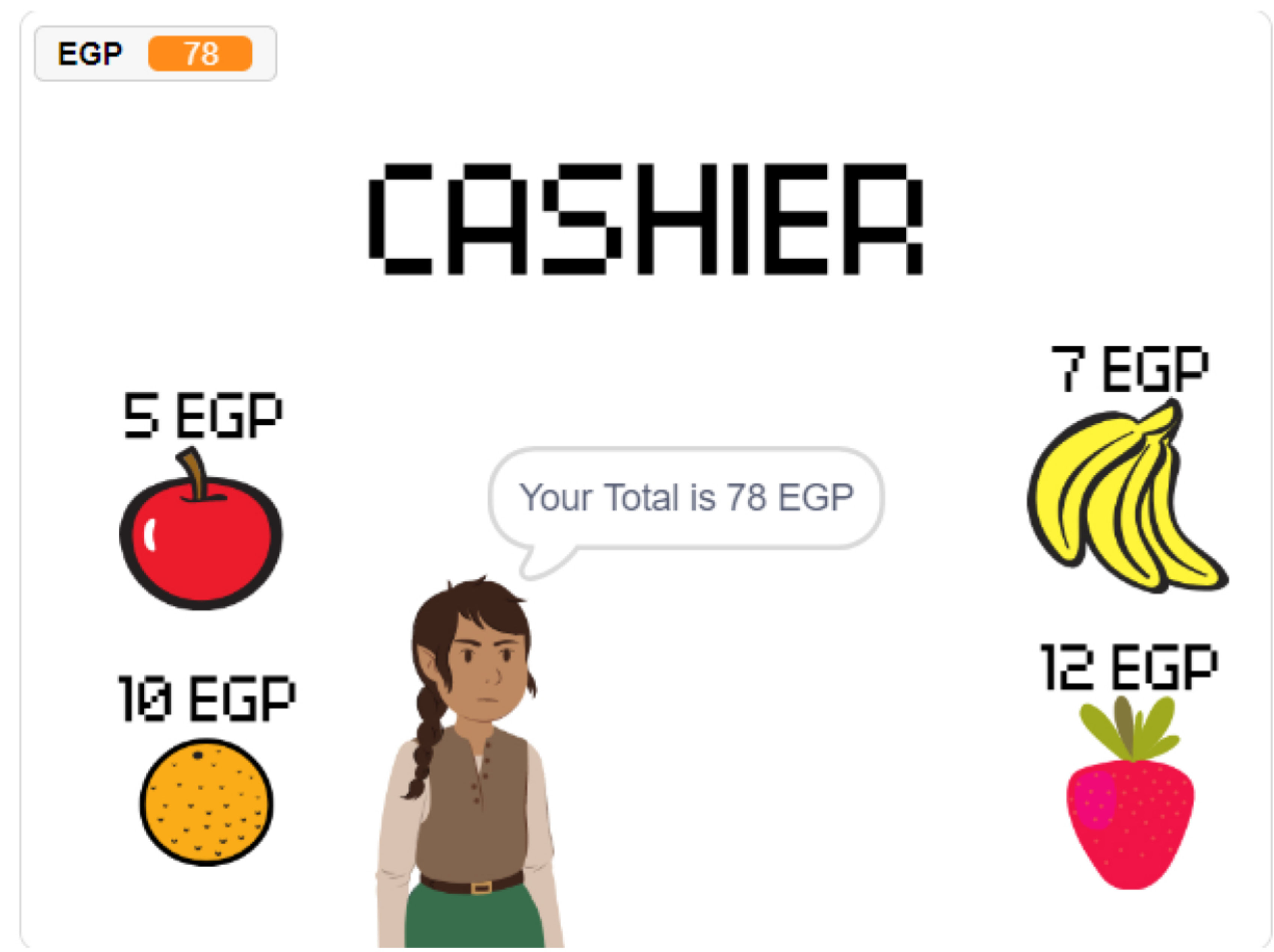
- Step 2

The customer will click on the items they wish to purchase.



- Step 3

Each time an item is clicked, its price will be added to the total, a coin sound will be played, and ELF will announce the updated total.





Mission 2

Baseball Gamer

Baseball Gamer

Overview:

A passionate baseball gamer dreams of creating a game that simulates the excitement of his favorite sport. To bring his vision to life, he has decided to hire a programmer to develop this game. The game involves two main elements: a catcher that moves continuously and automatically across the screen, and a baseball that the player must guide to the catcher.

Mission:

As a talented programmer, your task is to create this baseball simulation game. The game consists of two primary sprites:

1. **Catcher:** This sprite moves automatically and continuously back and forth along a straight line from left to right and back.
2. **Baseball:** This sprite starts at the bottom of the screen and moves upwards toward the catcher. However, it does not always align with the catcher, so the player needs to help the ball reach the catcher by using the left and right arrow keys. These keys will allow the ball to slide slightly to the right or left.

Each time the catcher successfully collects the ball, the player earns **1 point**. Once the player accumulates **20 points**, the game will stop, and a message saying "**GOOD GAME**" will appear.

Useful Hints:

- Use your knowledge of Scratch 3 or PictoBlox to implement this game.
- Use appropriate costumes for the catcher and baseball.
- Implement the sliding mechanics for the baseball using the arrow keys.
- You can see the detailed video for this game from this YouTube link:
<https://youtu.be/100VmaSEnsl>

Game Steps:

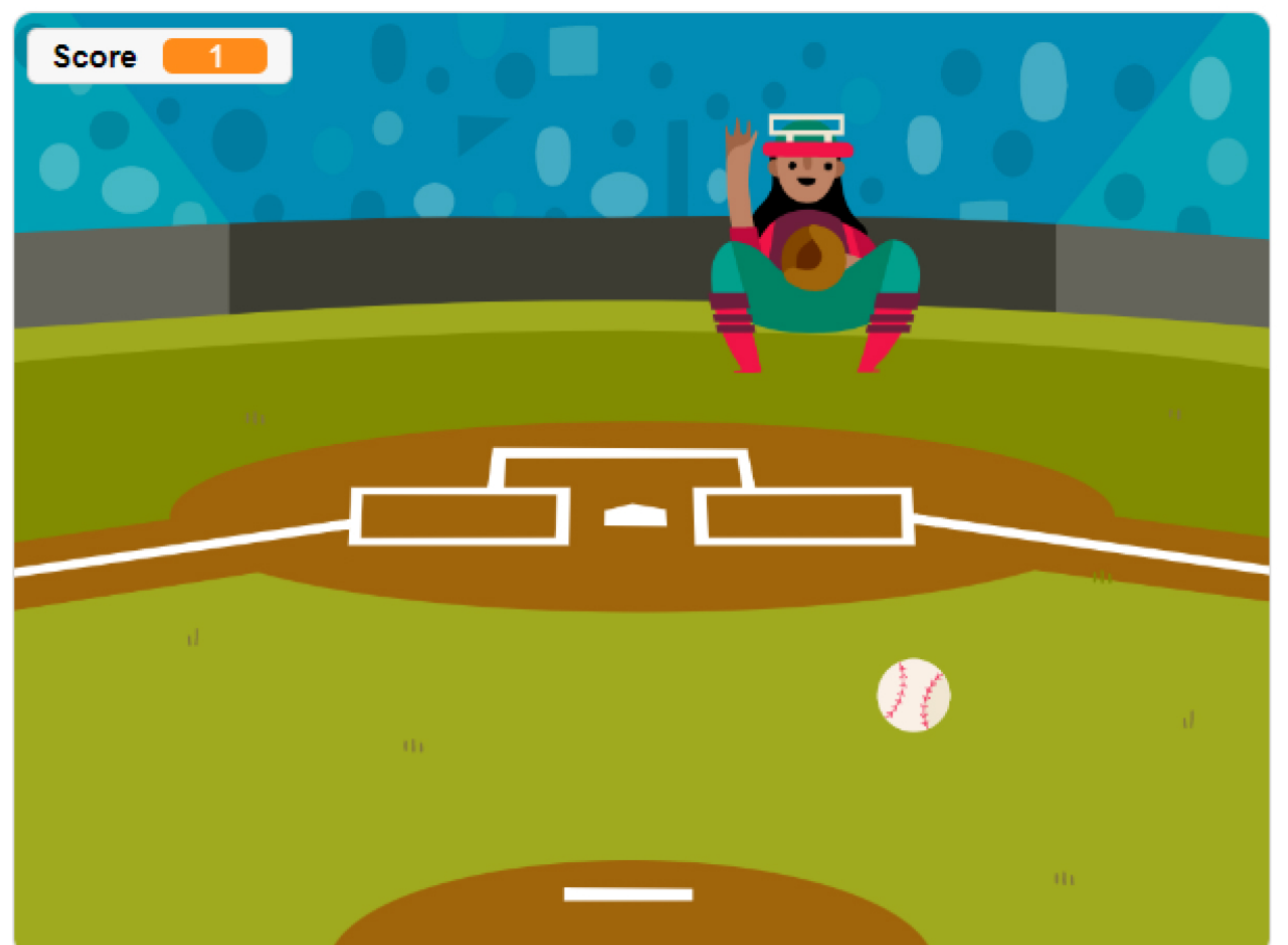
- **Step 1**

The catcher will move automatically and continuously from left to right and back.



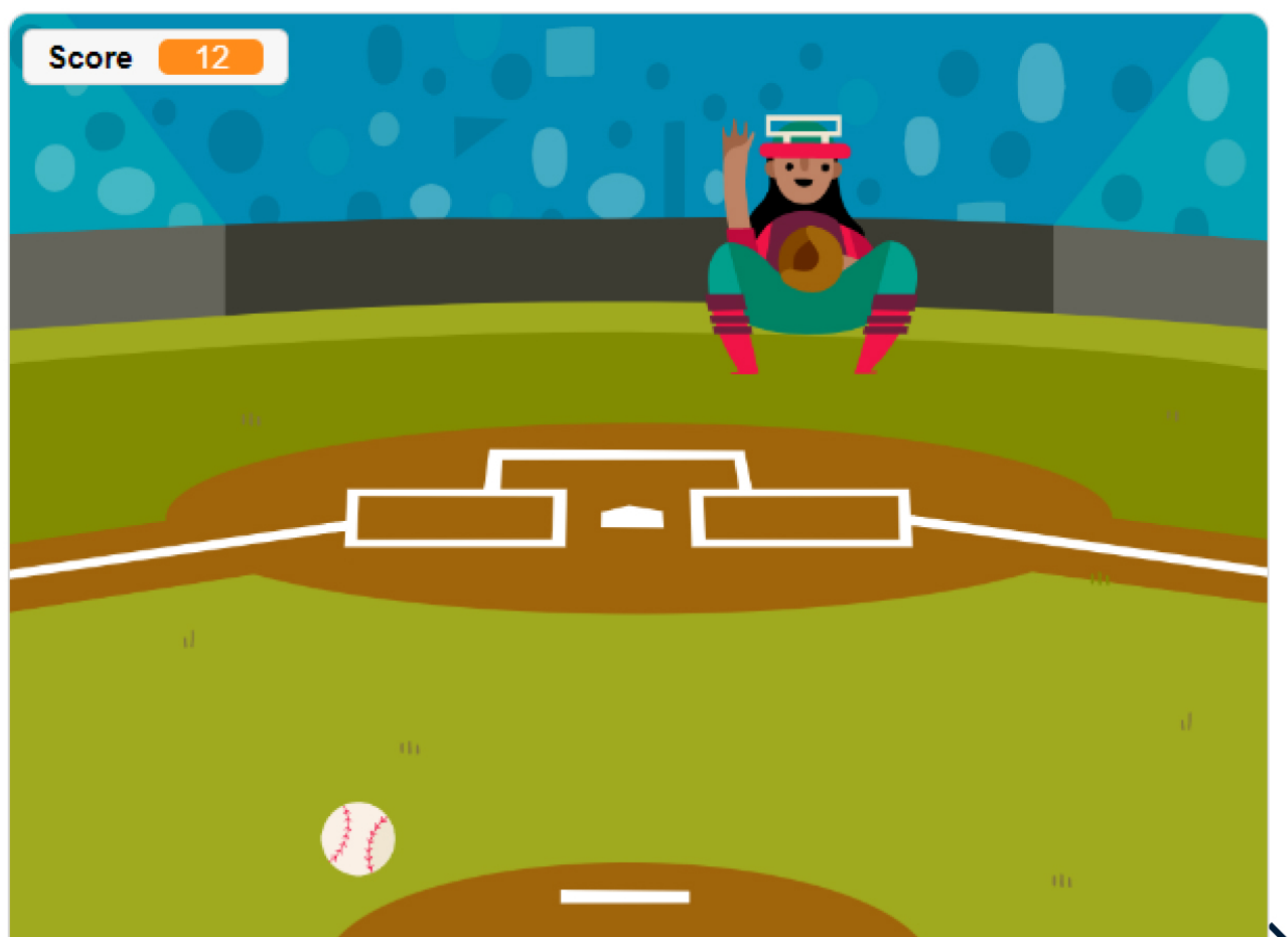
- **Step 2**

The baseball will move from the bottom of the screen towards the catcher.



- **Step 3**

The player will use the left and right arrow keys to guide the baseball to the catcher. Each successful catch earns the player **1 point**.



- **Step 4**

Once the player reaches **20 points**, the game will stop, and a **"GOOD GAME"** message will appear.

