



CODE CHALLENGE
CHAMPIONSHIP

KIDCODER MISSION 1

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LEVEL 3 CATEGORY

20
24

Dragonflies at My Home

Overview:

Abby has been living with a big problem—her home is full of dragonflies, and she's tried everything to get rid of them. Finally, she came up with an idea: she bought a frog to help her eat the dragonflies! Now, Abby wants you to create a game that simulates her experience over the past few days. In this game, the player will control the frog and help it eat as many dragonflies as possible in **30 seconds**. Can you guide the frog and help Abby solve her dragonfly dilemma?

Mission:

Your task is to help Abby by creating a game where she introduces her story and asks for the player's help. **The game starts with Abby welcoming the player and asking for their name.** She then explains that she bought a frog to help eat all the dragonflies in **30 seconds**. The player will then control the frog, which **moves forward constantly, using the arrow keys to change its direction.**

The dragonflies will fly with their wings continuously in a random position in the screen, and when the frog touches one, it will eat it, expand his body, and shrink again. The game will end when the timer reaches 0. **As bonus**, Abby will reappear to thank the player for their help, showing the total number of dragonflies eaten by saying **"Thank you for collecting {score} Dragonflies!!"**.

- You should show the total number of dragonflies eaten instead of {score}.

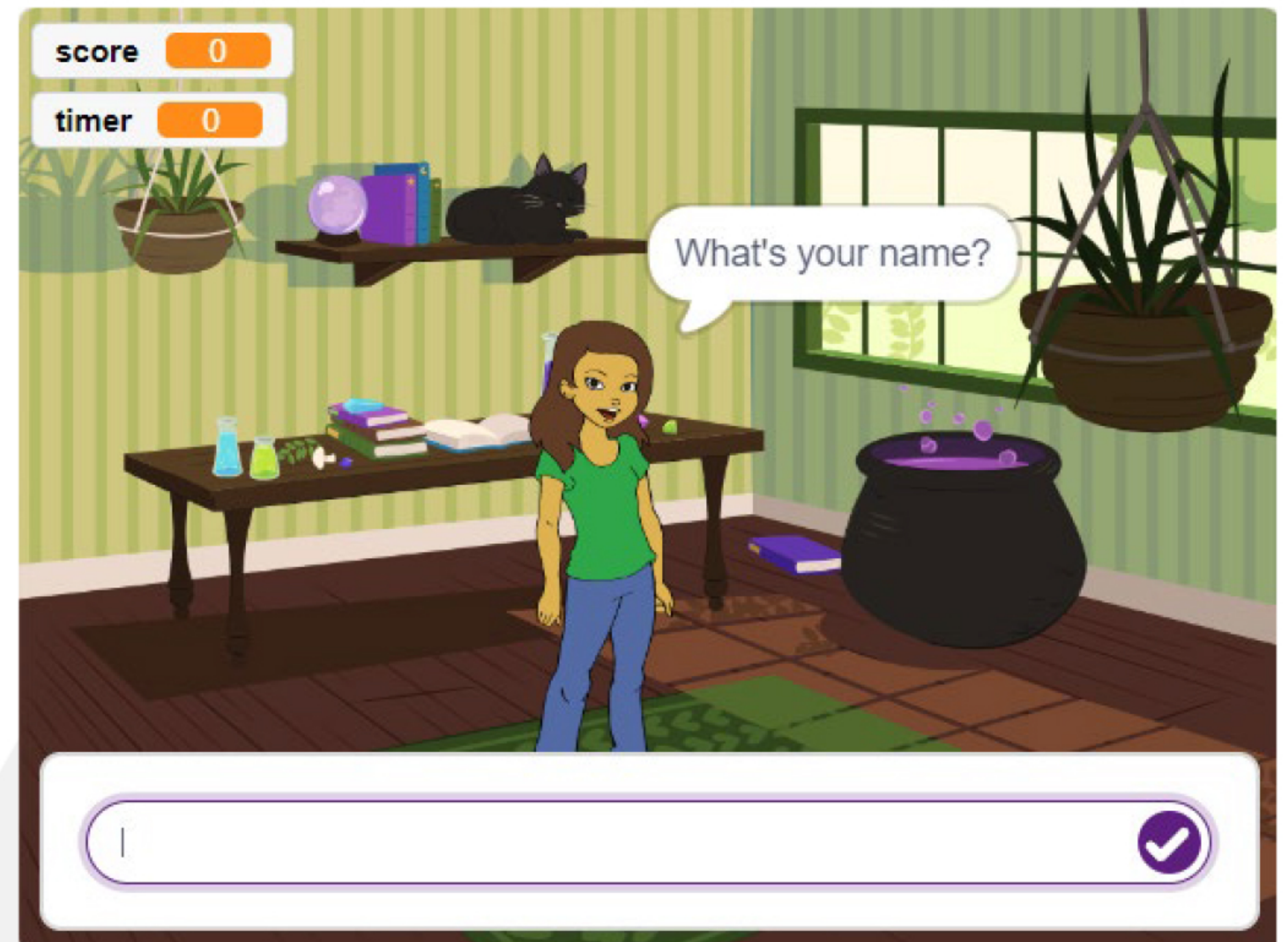
Useful Hints:

- Use Scratch 3 or PictoBlox to create this game.
- The frog should constantly move forward, and the player will only control its direction using the arrow keys.
- Add a timer that counts down from **30 seconds**.
- Dragonflies should with their wings continuously in a random position in the screen.
- Make sure the frog makes a sound and expands when it catches a dragonfly.

Game Steps:

- **Step 1:**

Abby will appear and say, **"Welcome To My Home"** for 2 seconds. Then, she will ask the player, **"What's your name?"** and respond with, **"Nice to meet you, {name}, Look at this..."** for 2 seconds.



- **Step 2:**

Abby will then explain, **"I did buy a frog to eat all Dragonfly in 30 seconds, could you please help and direct it?"** for 2 seconds.



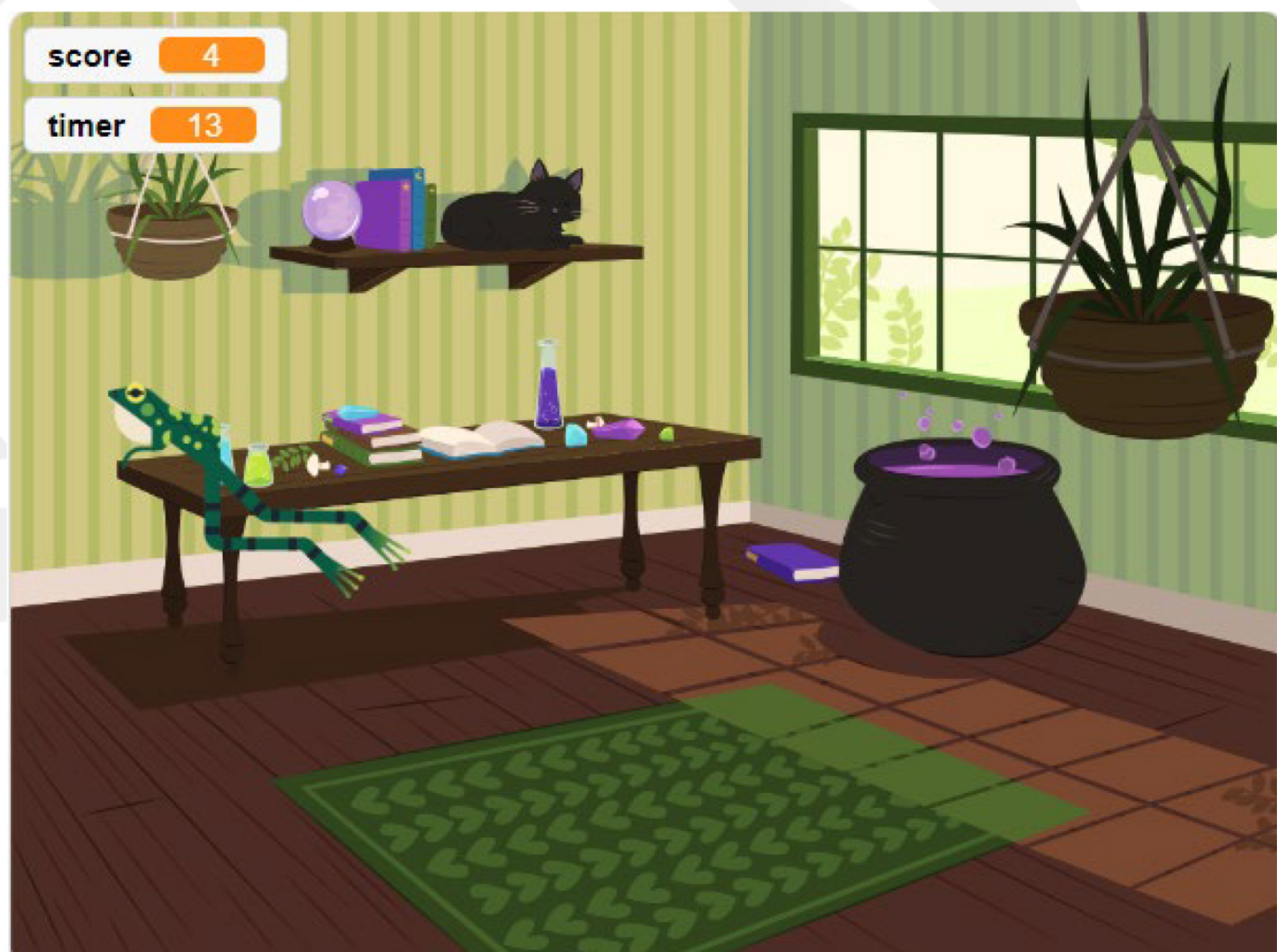
- **Step 3:**

Abby will disappear, and the game will begin. The frog and dragonflies will appear, with the frog constantly moving forward. The player will control the frog's direction with the arrow keys.



- **Step 4:**

Each time the frog catches a dragonfly, it will make a frog sound, expand, and return to its initial position. One point will be rewarded for each dragonfly caught.



- **Bonus Part:**

When the 30-second timer runs out, Abby will reappear and say, "Thank you for collecting {score} Dragonflies!!". You should show the total number of dragonflies eaten instead of {score}.

