



CODE CHALLENGE  
CHAMPIONSHIP

# KIDCODER MISSION 3

CODE CHALLENGE CHAMPIONSHIP

LEVEL 3 CATEGORY

20  
24

# Football Match

## Overview:

In this intense football match, you'll control the main player who is tasked with shooting the ball towards two goalkeepers. The two goalkeepers are constantly moving up and down, trying to keep their goals clear. You must aim carefully and try to score while preventing the goalkeepers from blocking your shots. The player controls the ball's direction with the mouse pointer.

## Mission:

Your task is to create a football match simulation where the player controls the main footballer and aims to score goals. The player aims the footballer left and right using the mouse pointer, and the ball rotates all around using the mouse pointer. By pressing the space bar, the ball is shot in the direction of the mouse pointer, and the goalkeepers are moving up and down continuously. The ball will disappear when touches the goalkeeper or the redline. The ball moves toward one of the goals, and the score increases by 1 whenever the ball crosses the red line of either goal. The match continues until the player scores 5 points or more in both goals. As a bonus, at the end of the game, a referee will appear, saying "Successful Match" for 1 second, and the game will stop.

## Useful Hints:

- Use Scratch 3 or PictoBlox to implement this game.
- The player should be controlled with **the mouse pointer for direction** and **the space bar to shoot the ball**.
- The ball should rotate all around using the mouse pointer and move in the direction of the mouse pointer when shot.
- Keep track of the score for both goalkeepers and display it on the screen.
- End the game when the player scores **5 points or more in both goals** and display a referee with the message **"Successful Match" for 1 second**.

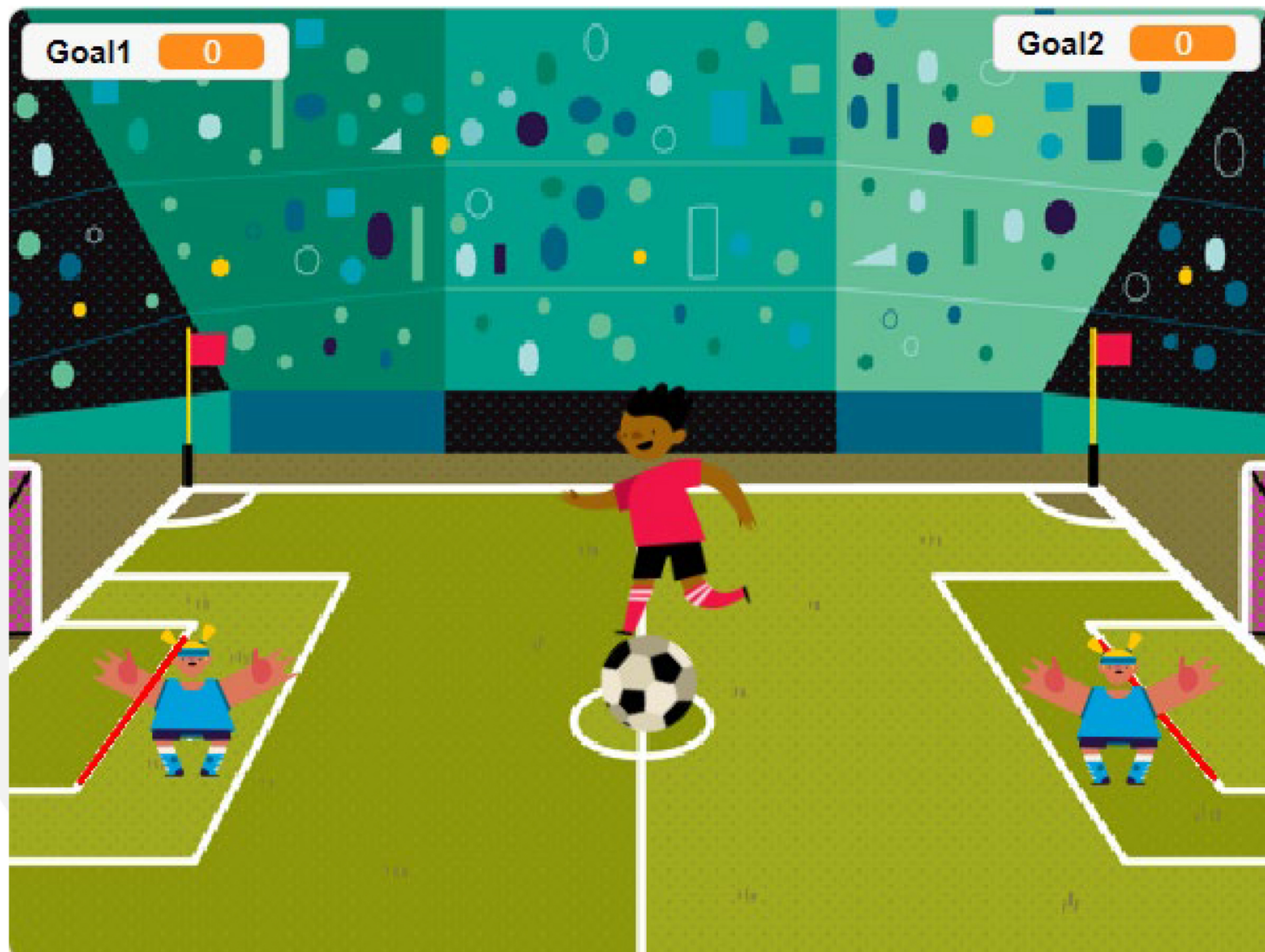
## Bonus Part:

A referee will appear after the game is stopped saying **"Successful Match"** for 1 second.

## Game Steps:

- **Step 1:**

The player controls the footballer by moving the mouse pointer to aim, with the ball rotating all around based on the mouse pointer. The goalkeepers constantly move up and down, trying to block the ball from crossing the red line of their goals.

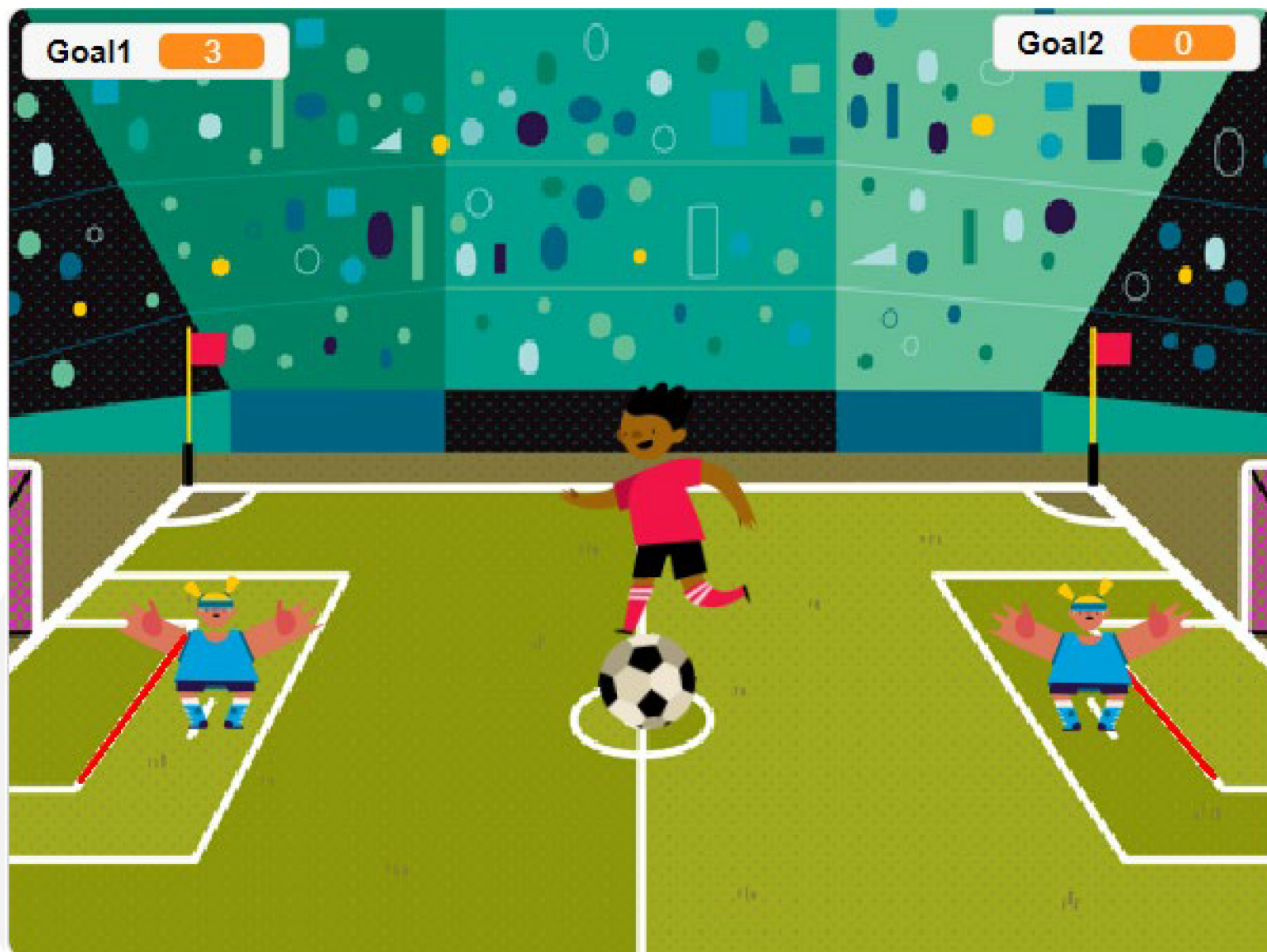


- **Step 3:**

By pressing the space bar, the ball is shot in the direction of the mouse pointer, and the goalkeepers will attempt to stop the ball.



- **Step 4:**  
If the ball crosses the red line of either goal, that goalkeeper's score increases by 1.



- **Step 5:**  
The game will end when the score of either goalkeeper reaches **5 points or more**, and a referee will appear saying "**Successful Match**" for 1 second before the game stops.

