

Kid Coder Challenge Sample 1

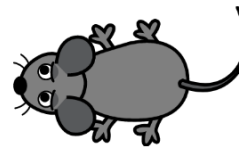
Overview:

Google developers are working on an upgrade for their beloved offline dino game. Our goal is to make this offline gaming experience even better, with new features and challenges. Let's enhance this adventurous dino game, no internet required!

Mission:

As a talented programmer, you should work on this update of this exiting game. This game consists of two main points:

1. A dinosaur
2. A mouse



In this exciting game, players assume the role of a dinosaur who must avoid any mice running across the street. To make the dinosaur jump high, use the space key on your keyboard and then return to the ground as shown in the video. The mice will start running from the right side of the street to the left.

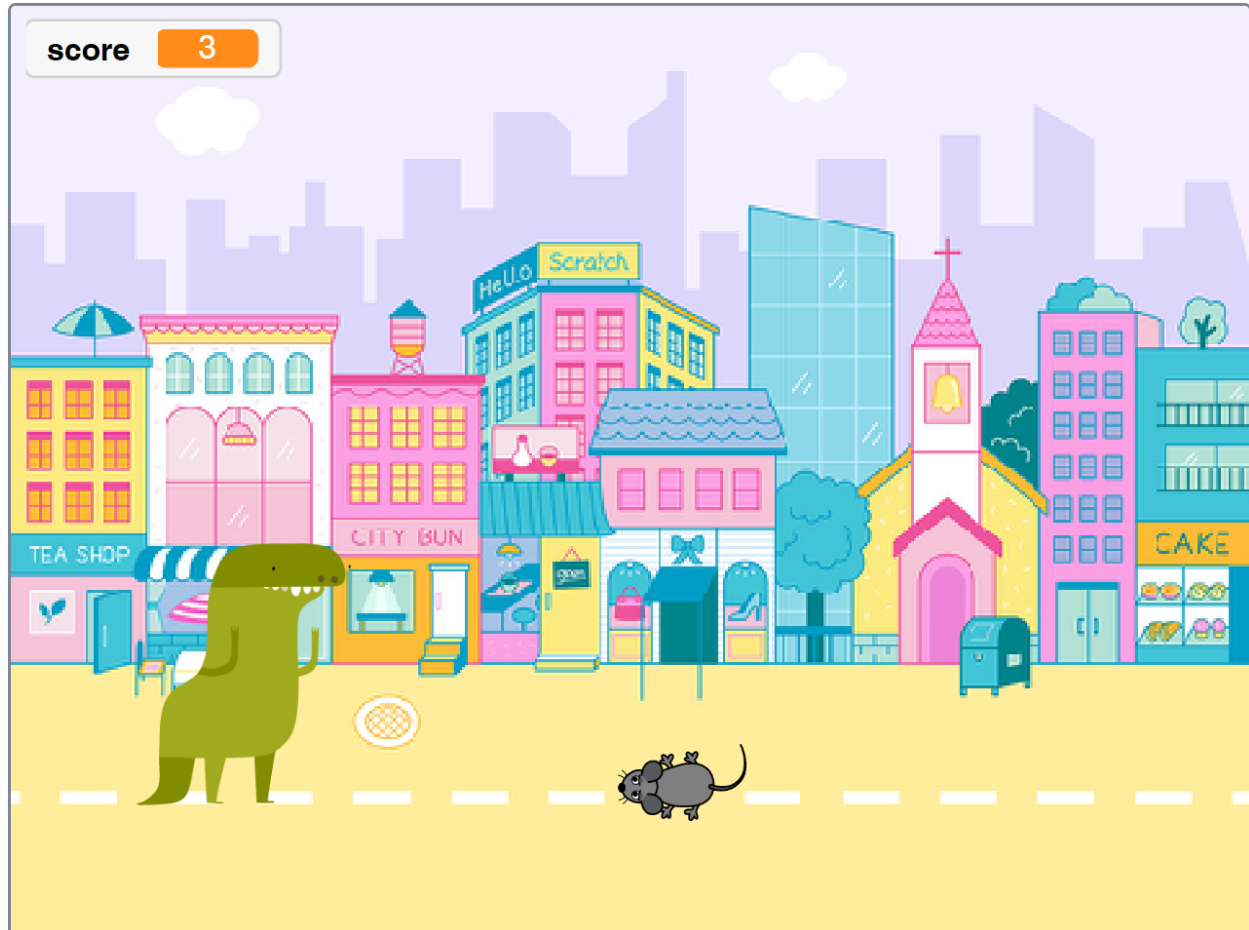
Every time a mouse successfully runs under the dinosaur and reaches the left side, the score increases by one point. However, you must make sure the dinosaur doesn't touch any of the mice. If the player accidentally touches a mouse, the game will stop, and the dinosaur's mood will change. To keep track of the dinosaur's progress, calculate the score, and display it in the top left corner of the game.

Expected Game:

You can see the detailed video for this game from this YouTube link:

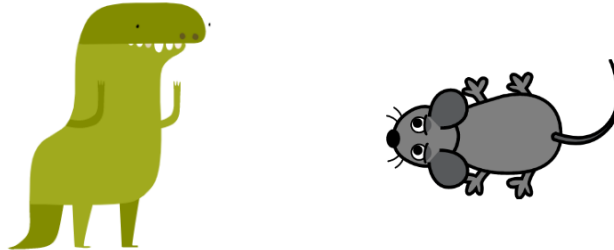
<https://youtu.be/IR0w54sr-Ag>

Screenshot from the game:



Useful Hints:

- Use your knowledge of Scratch 3 or PictoBlox to implement this game.
- Use these new costumes for the new upgrade:



- Take care of all the details shown in the game video and screenshot.
- Use **variables** to calculate the score in the game.
- Use **events** to control dinosaur's jump.
- The custom of the dinosaur will change after touching any mice.