

Kid Coder Challenge Sample 3

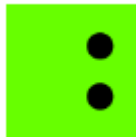
Overview:

In our upcoming game, you'll control a rainbow-colored snake. Your goal is to eat these delicious oranges from the ground, all while discovering the magic of eating healthy. It's an exciting and educational adventure where you'll experience the joys of eating oranges from random positions in your game.

Mission:

As a talented programmer, you should develop this new game. This game consists of two main points:

1. A snake
2. An orange



In this game, players take on the role of the snake, the main character who needs to collect as many oranges as possible while avoiding hitting the wall. You will control the snake by using keyboard arrows (up, down, left and right arrows), allowing players to guide the snake in all directions. Oranges will appear randomly in the ground.

Each successfully captured orange increased the **score by 1 point** and the **length of the snake by 0.1**. However, you must avoid any touch with any wall. If the player touches any wall, this will result in stopping the game immediately. You need to track your progress and calculate your points in the game and show the score and the snake's length in the top left of the game.

Bonus Points:

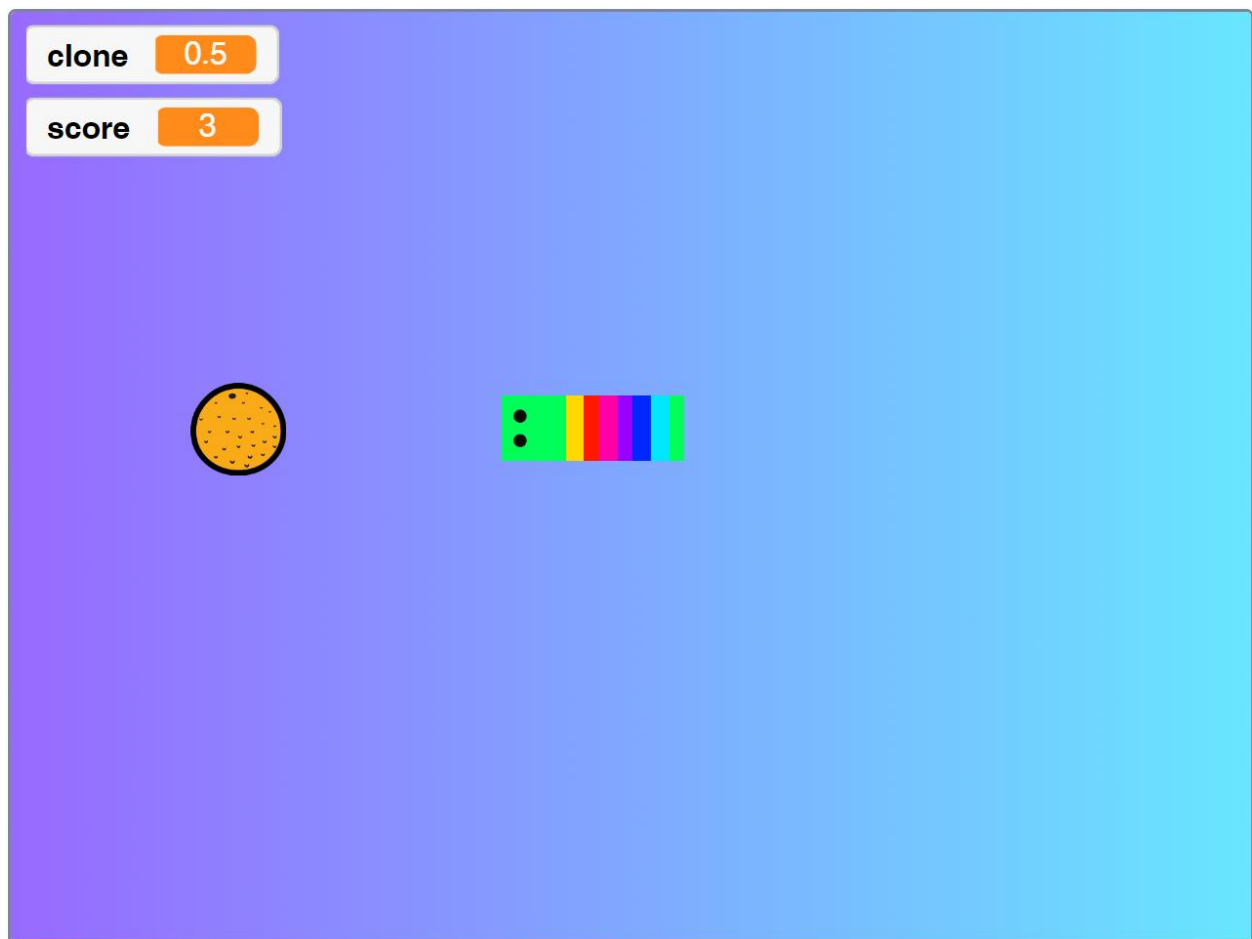
- Use three different fruit customs instead of using only orange sprite. Then switch between them every time the snake eats one of them.
- After hitting the wall and stopping the game, show the word **GAME OVER** in the middle of the game as it appeared in the video.

Expected Game:

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

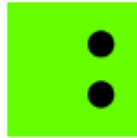
<https://youtu.be/f-s9HEAexEI>

Screenshot from the game:



Useful Hints:

- Use your knowledge of Scratch 3 or PictoBlox to implement this game.
- Use these customs in your game:



- Take care of all the details shown in the game video and screenshot.
- Use **variables** to calculate the score and the length of the snake (clone).
- Use **events or conditions** to control the snake's movements using keyboard arrows.
- Use **clone** to make the snake's body and by using the length variable (clone) you can change the length of the snake.