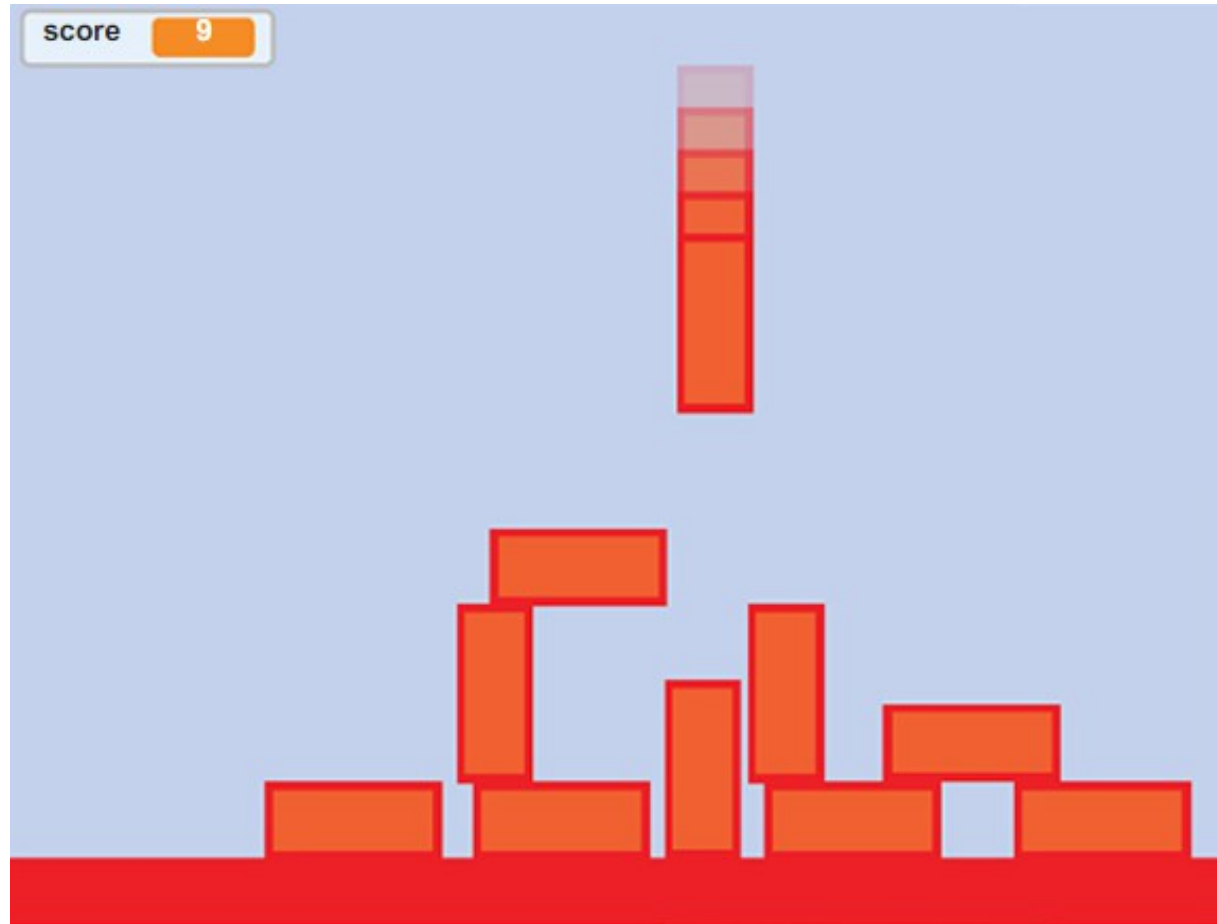


Introduction to Programming and Computer Science/Electronics

Lesson 71



Brick Tricks



Draw the Bricks



Click the **Convert to Bitmap** button.



Choose the **Rectangle** tool.



Choose a red.



Draw a small red rectangle in the center of the Canvas.

Make sure your brick has a red border all around the edge. This lets your code check whether bricks have hit each other.

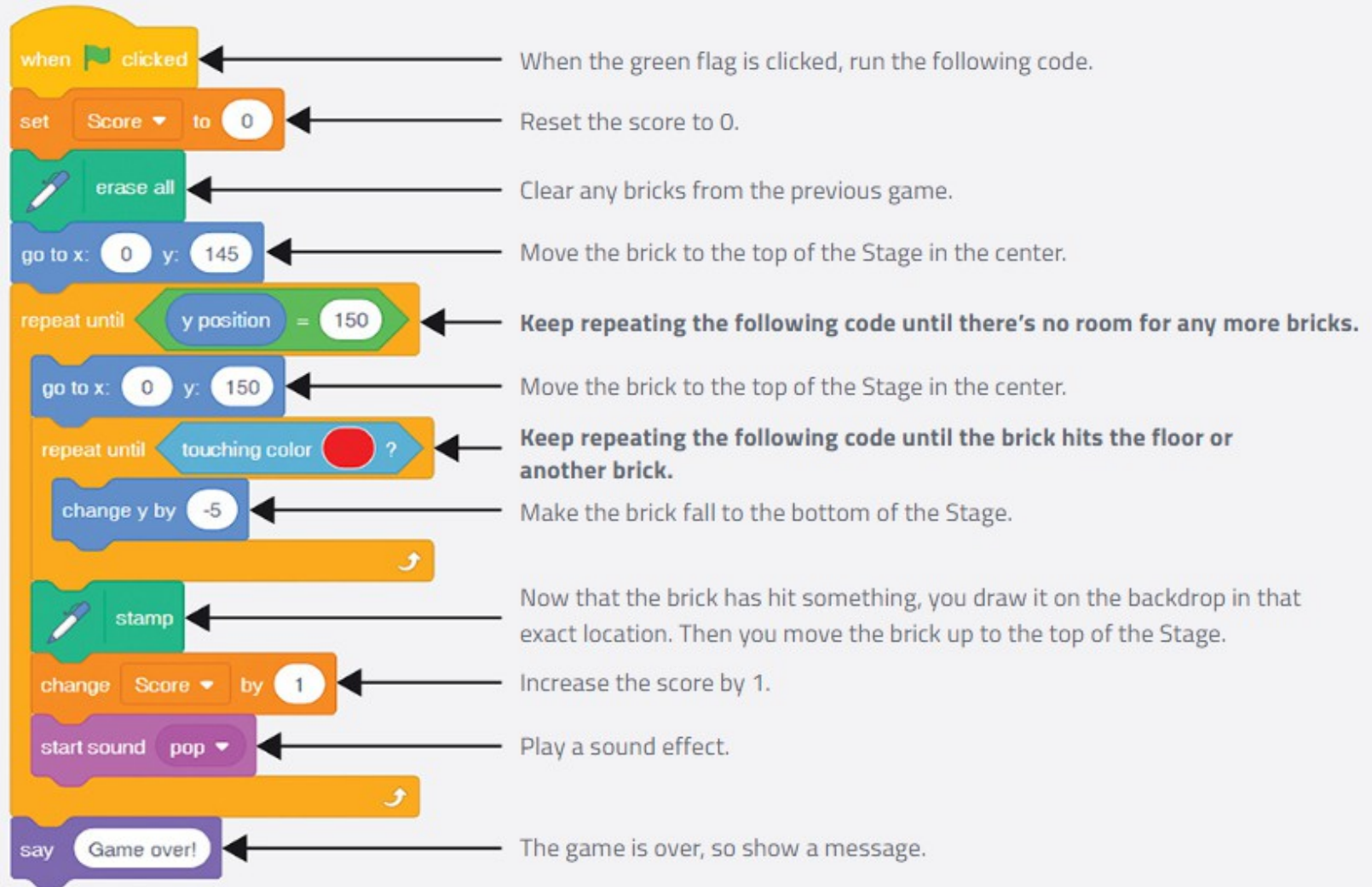


Choose an orange.



Now draw an orange rectangle inside the red one.

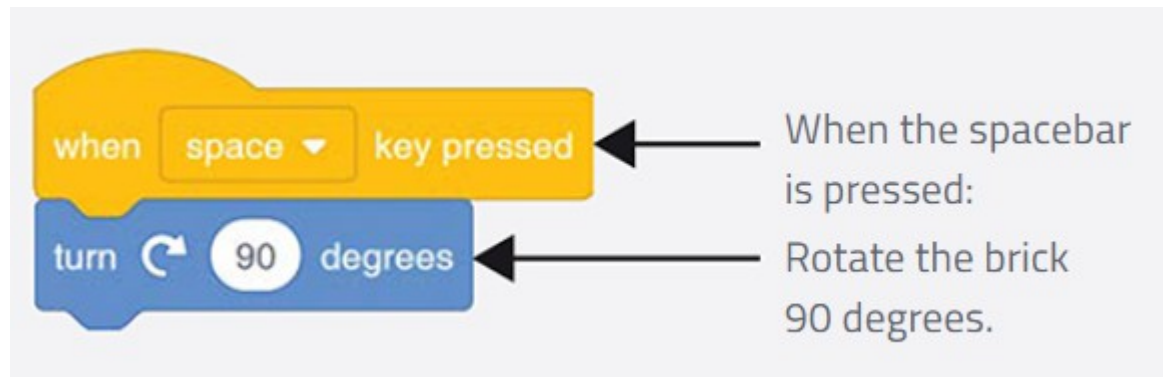
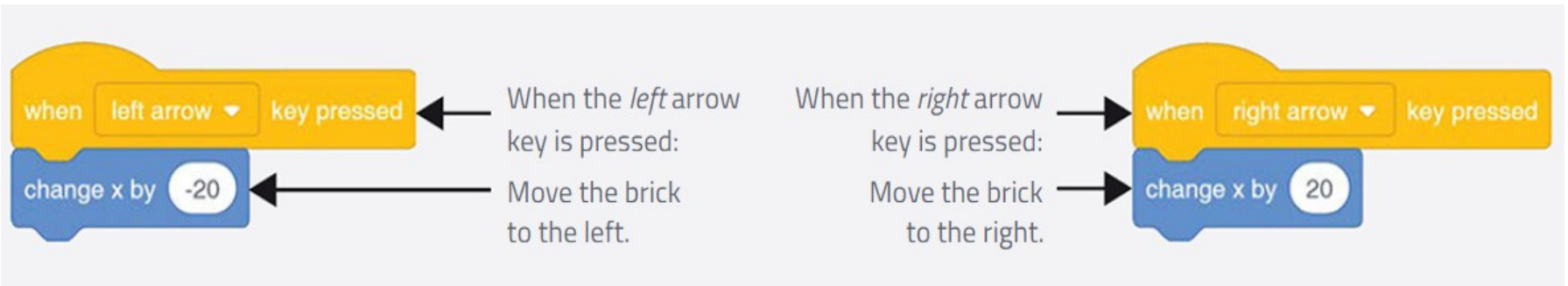
BRICK – CODE



The image displays a sequence of Scratch code blocks with arrows pointing to their respective descriptions:

- when green flag clicked**: When the green flag is clicked, run the following code.
- set Score to 0**: Reset the score to 0.
- erase all**: Clear any bricks from the previous game.
- go to x: 0 y: 145**: Move the brick to the top of the Stage in the center.
- repeat until y position = 150**: **Keep repeating the following code until there's no room for any more bricks.**
- go to x: 0 y: 150**: Move the brick to the top of the Stage in the center.
- repeat until touching color (red) ?**: **Keep repeating the following code until the brick hits the floor or another brick.**
- change y by -5**: Make the brick fall to the bottom of the Stage.
- stamp**: Now that the brick has hit something, you draw it on the backdrop in that exact location. Then you move the brick up to the top of the Stage.
- change Score by 1**: Increase the score by 1.
- start sound pop**: Play a sound effect.
- say Game over!**: The game is over, so show a message.

BRICK – CODE 2



CHALLENGE – RANDOM BRICKS TRICK

