Project 6: Jeopardy

1. Start Scratch or open a new project.

2. You may use the cat as your sprite or you may import/create your own. Don't forget to rename your sprite.

3. Import the *Party-room* from the backgrounds folder.

4. Resize your sprite to fit in the center of the screen near the microphone.

5. To make a list click on the *Make a list* button in the red *Variable* palette. Name the list *Questions* and be sure *for all sprites* is selected. Click *OK*.

6. A box should pop up in the viewing area. In the bottom left of this box is a plus sign. Click the plus sign and then type "What is the capital of Virginia?" in the red area. Press *Enter* on your keyboard. Add three more questions. When you have finished adding questions, uncheck *Questions* located in the blocks area (left column).

7. Create another list named *Answers*. Fill in the answers for your 4 questions making sure to match *question 1* with *answer 1* and so on. When you finish adding answers, uncheck *Answers*.

8. In order to determine the number of correct answers, you need to create a variable named *Score*.

9. You will also need a variable, *Number*, used to identify the question we are answering.

10. To begin writing out script drag the hat *when (green flag) is clicked* or *when (space) key pressed* block in the scripts area.

11. The score and the number should be to be set to 0 at the beginning of every game. Click on the *Variables* block palette and drag two *set (some variable name) to 0* blocks and place them under the starter block.

12. Change the first block to *set Score to 0*. The second block should *set Number to 1*.

14. To import some music, click on the *Sounds* tab and select the *Import* button. Select one of the files from the Music Loops folder. Click OK. Select the Scripts tab. Drag the *play sound (imported sound) until done* block under the set Question Number.

15. From the *Sensing* block palette, add *ask "What's your name? and wait* block. (Test your script to see what happens.)
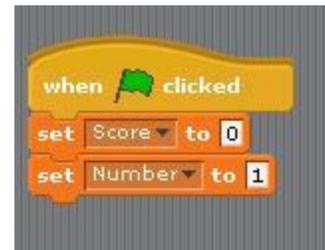
16. We want the sprite to respond after the player has typed his/her name. From the Looks block palette add *say Hello! for 2 seconds* block. In the *Operators* scripts, drag block that says *join hello world* and drop it over *Hello!*.

17. In the first blank type "Nice to meet you." From the *Sensing* block palette, drag the *answer* button and drop it on *world*.

18. Earlier you created 4 questions and answers for the game. In order for the game to ask all the questions, insert the loop *repeat 4.*

19. Next, you need to ask the questions. From the Sensing block palette, drag *ask [..What's your name...] and wait* inside the loop.

20. Drag *item [. .1…] of [Answers.]* from the Variables block palette into the white box (over *What's your name)*.

21. Drop the variable *Number* in the white box and change the other box to show *Questions*.

22. In our the game of Jeopardy, we want the sprite to ask a question. If we get the answer right, say "Good job!" and have the score increase by 1; however, if we get it wrong, the sprite should say that is incorrect and have the score decrease by 1. This may be accomplished using an *if/else* loop.

23. We can use the Boolean operators with the variables and lists to change the questions and match the questions with the correct answers within the *if* portion of the *if/else loop*.

24. Drop the Boolean operator □=□ into the ⬭ in the *if* portion of the loop.

25. In the first □, put the Sensing reporter *answer*. In the second □, place the Variable reporter *item [1] of Answers*. Change the *[1]* to the Variable *Number*.

26. If this is true, then the sprite should say the answer is correct and the score changes by +1. Drag the *say [Hello!] for 2 secs* block into the space just below *if*.

27. Drop the Operators block *join [hello] [world]* in the box containing *[Hello!]*.

28. Put the Variables block *item[1] of [Answers]* in the box containing *[Hello!]* .
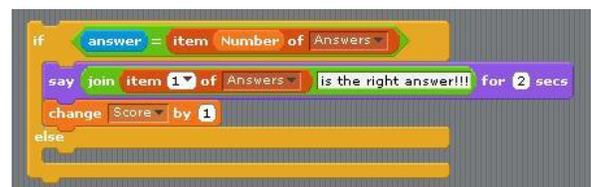
29. Double click on [world] and change the text to "is the right answer!!!".

30. Next, add the block *change score by 1*.

31. The *else* portion of the *if/else* loop deals with incorrect response. It is created similar to the correct portion. If the answer is incorrect, then the sprite should say the answer is wrong and the score changes by -1. Drag the *say [Hello!] for 2 secs* block into the space just below *else*.

32. In the next part, we will use the *join [hello] [world]* scripts. Drop the first *join [hello] [world]* block on the box containing [Hello!].

33. Double click on [world] and change the text to "is not the correct answer."
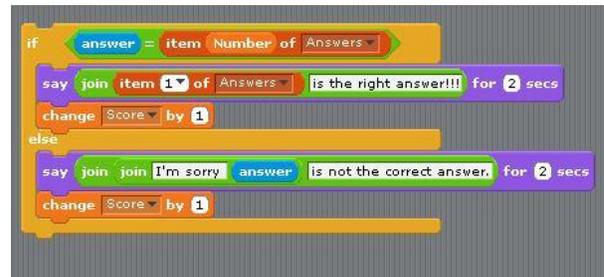
34. Drag the second *join [hello] [world]* block onto the [hello].
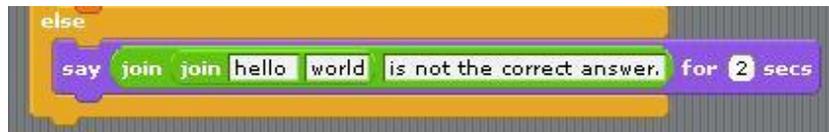
35. Double click on [hello] and change the text to "I'm sorry".

35. Drag the Sensing reporter *answer* onto the box containing [world].

36. Now, add the Variables block *change score by -1*.

37. To go to the next question, below the *if/else loop* but inside the *repeat 4 loop*, add the *change [Number] by [1]*.

38. After the four questions have been asked, say "Thank you for playing." for 3 seconds and stop all scripts.
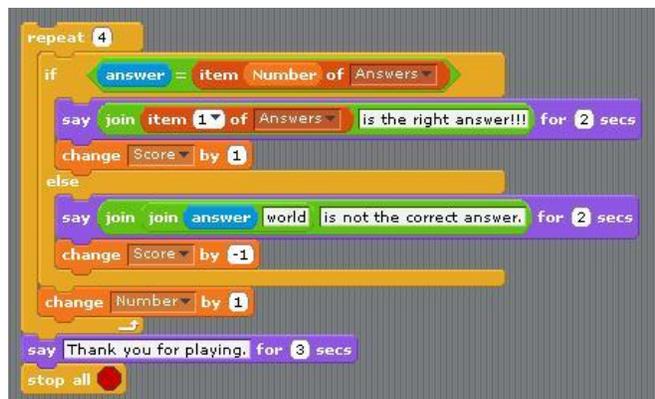
To expand on this project try changing the costumes of the sprite. Maybe have him be upset when the player answers incorrectly or jump up and down when the player answers correctly. Or, try to make your sprite ask the questions in a random order.