Time to Play Games, i.e. simply animation, etc.

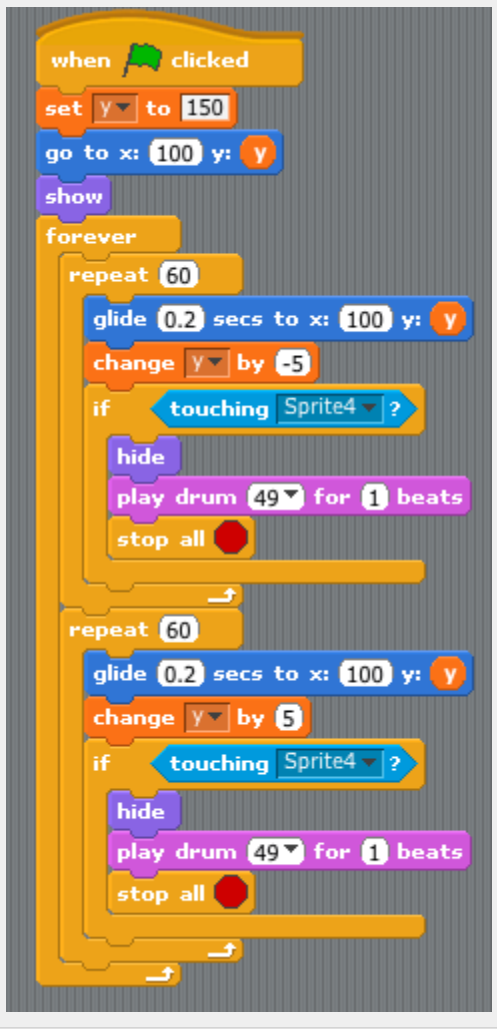
Consider a game where an old wizard is trying to “zap” an old witch…

Of course, the witch can fly around (up and down in this example) so the bullet may miss it’s target…

To play the game, open the Witchy-Poo entry on the website.

The code is discussed below…

In this game there are three ***sprites***, which move/are activated in accordance with the following code:



Notes:

1. Each sprite moves when either the green flag is clicked or in response to a user invoked action
    a. The square “bullet” is “brought to life” when the space bar is hit

    b. The witch moves up and down vertically
        i. The “glide” instruction is used to help make the movement smoother
        ii. Question: why is the glide instruction moved in small, 0.2 second, increments instead of one 12 second period?

    c. The wizard is only moved once, at the start of the game

2. Each sprite moves asynchronously, i.e. is not synchronized with the other sprites

3. Collision detection is handled by using the “touching” primitive from Scratch