

Lesson 5

Worksheet 3 - Tasks

1. *Add a variable for the duration of the star movement with a random value from 1 up to 3 – change that variable each time the star glides to a random location. Paste the new code from your program below:*

2. *Make the Bird and the Star little smaller than they are now.* Paste the new code from your program below:

3. *Make the game more difficult by decreasing the bird speed each time it collects a star.* Paste the new code from your program below:

Extensions

1. *Can you add a variable “score” to keep track of how often the player catches the star? Make the bird say the current score during the game. Make the star say the current score during the game. Paste the new code from your program below:*

2. *Add a second Sprite for the player to avoid – if you bump into it, you lose a point from your score. Paste the new code from your program below.*

- *To Debug your code, other than “saying” value, you can use the Python function `print(value)`, to ask Python to tell you the value. Python will show you the value in the “Output” window, in Pytch you can find it behind “Images and sounds”. For example if you write `print(score)` Python will print for you the value of the score there. Paste the first 5 lines of what you see in your Pytch Output window after you catch the star 5 times.*