# Lesson 8 — alternative to quiz

Lesson 8 is offered as a quiz. We also provide an extension activity in the form of a brief for a portfolio piece. The students will have to work on <https://pytch.org/> directly for the below:

**Write a game where apples and oranges randomly appear, move across the screen, then disappear. The player** **has to click on the apple or orange before it disappears. If the player manages, they get 10 points, and that fruit disappears straight away. Each time** **a fruit appears, that fruit should have a speech bubble saying the player’s current score.**

**Hints:**

* **Use the “choose from library” feature to get apple and orange costumes.**
* **Use the “@pytch.when\_this\_sprite\_clicked” event to tell Pytch to run a piece of code when the player clicks on the sprite.**
* **Have one sprite with two costumes.**
* **Give your sprite two scripts — one to do the “appear, glide, disappear” sequence again and again; and one to react when the sprite is clicked.**
* **For each movement across the screen, you'll need to choose four random numbers: the x and y values for the starting point, and the x and y values for the ending point. Don’t forget you have to say “import random” at the top of your program before you can use the random.randint() function!**
* **Use a variable “self.score”. Think about when to set its starting value, and when and how to change it.**