SPOOKY
SPLATS

BOO!

BEWARE

SPOOKY SPLATS

GRADE LEVEL	**CODE** - GRADE 6-8 **GAME PLAY** - ALL AGES!
UNRULINESS	RUNNING, WALKING, STOMPING | FURIOUS CLICKING |
GROUP SETUP	ONE DEVICE AND SIX SPLATS FOR 1 TO 3 PLAYERS
SKILL BUILDING	LOOPS, NESTED CONDITIONAL STATEMENTS, REPEATS, SENSING

GAME SUMMARY

Crash is spending the night in a haunted mansion (Bloopers double-dogged-dared him!), and he needs your help! He has to keep all the lights on until the sun rises, but 👻 ghosts 👻 keep turning them off! Can you help Crash keep the lights on until dawn?

Players have to make sure as many Splats stay lit up as possible during the night. If they can get at least some Splats to stay lit until the timer runs out, they win! You can play Spooky Splats a variety of ways. Try different numbers of players, Splat positions, and more!

GAME RULES: Keep your Splats lit until time runs out!

CODE DOWNLOAD

This activity has two versions available for download! The first is the classic version, which this pack describes in detail, and the other is an advanced version with variables and functions built-in for you.

Try walking through the Spooky Splats program before, and after, variables and functions are added!

QUESTION: What are some strengths and weaknesses of using variables and functions to simplify a game like Spooky Splats?

'SIMPLE' CODE DOWNLOAD

'ADVANCED' CODE DOWNLOAD
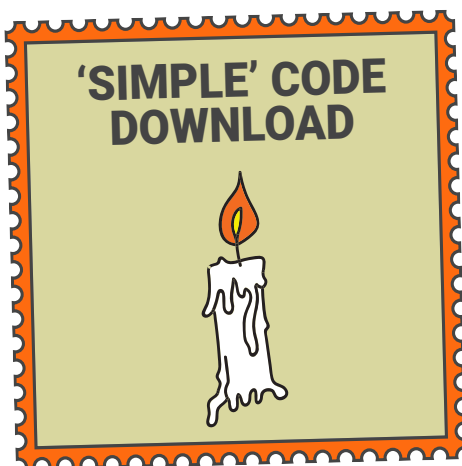
SPOOKY SPLATS

CODE BUILDING

Begin with dragging out a **when program starts** block. We want to know when the game starts, so we will add some SPOOKY lights. Drag out three **light splat blocks**. We will use these blocks to flash all the Splats gold! We add a spooky sound to signal the start of the game, and add a countdown block to set the length of the round. Set it to **15 seconds** for a quick game, **30 seconds** for a challenge, or **60 seconds** for an endurance test!

The goal of this game is to keep the lights on, so we need to add some blocks to check to check to see if the lights are off while our countdown timer is running. We will add use a **while** block to check our countdown timer over and over again.
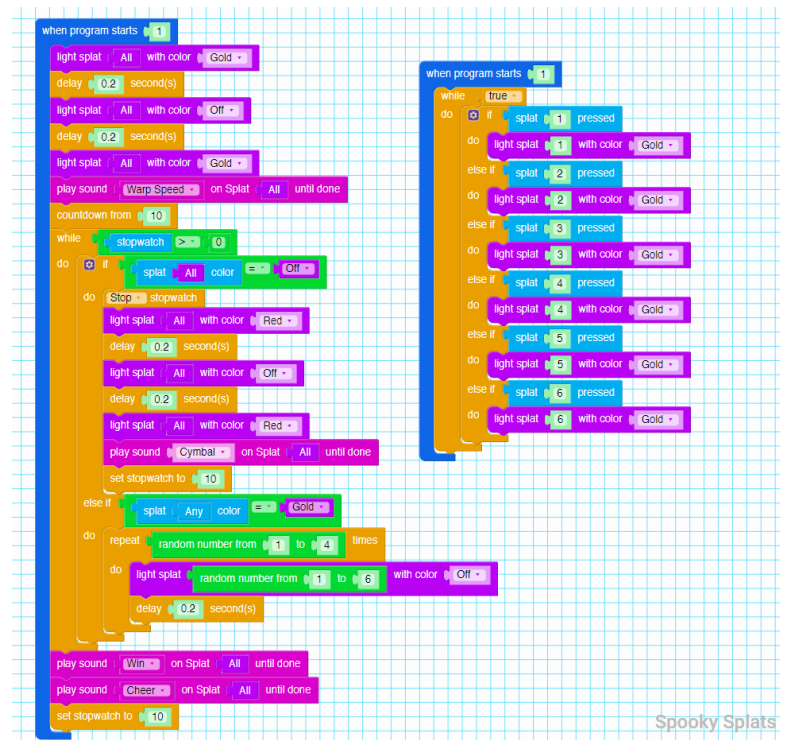
We will then add a nested **if, do, else block** to check the light status. While our stopwatch is greater than 0, **if** all of the Splats are off, then we need to end the game by stopping the **stopwatch**, lighting the Splats red, and playing a sound.

As long as all of the Splats aren't off, and the game hasn't ended with all red Splats, the **else** part of our block will trigger, turning off a random number of Splats. We do this by using a **repeat** block, and repeating our **random number light + off** blocks a **random number** of times.

If the timer reaches zero, and the game hasn't ended, we use **two play sound blocks** to make some **win sounds**!

In *Spooky Splats*, we used a **while true**, and **if**, **else if**, block to light up our Splats when they are pressed. This can also be done with **when splat pressed** blocks for each Splat. Give it a try!!

CODE IMAGE

Spooky Splats

VIRTUAL SPLATS APP LAYOUT