

# Task Summary for Balloon Pop

## Academy of Code

### 1 Balloon Pop - Task Summary

First play the game on the Scratch account: GrahamROI and is under the Studio name: [Balloon Pop Game](#).

Write down how the game is played and how you would to make the game yourself in Scratch. Then check off from the list items you found.

- Three distinct screens: Game Start, Game Play and Game Over
- Background Music
- Each balloon appears at the bottom of the screen at random positions and rises to the top. Various colours, popping a balloon makes a pop noise and also changes to an exploding (star) with text,
- Clicking on the Doom Balloon stops the game.
- You score a point each time click on a Balloon to be ‘pop’ed, which is displayed as Score.
- The game ends after so many turns.

Is this list complete ?

Are there any other features you found which are not listed?

Are there other features to this game you would like to add?

Task	Task Description
1	Produce the Artwork using the Scratch Vector Graphics Editor for the stage and code for the stage.  See the main lesson plan for details.
2	Create a number of Balloons rising one at a time.
3	Allow the Balloons to rise using a random colour. (Hint: need to use a random variable)
4	Allow your Balloon to be Popped. You will need add the Balloon Costume and the sound for the “Pop”.
5	Code for the Doom Balloon. As well as adding the new code, you will need to add the Balloon Costume, make sure that it is randomly selected.
6	Code for Scoring. Add in the code for scoring. You will have to decide when and where to hide, show, and score using the messages: “Game Start, Game Play and Game Over”

## 2 Balloon Pop - Completed Examples

[Balloon Pop - Step 1 \(Stage Code\)](#)

[Balloon Pop - Step 2 \(Balloon Code\)](#)

[Balloon Pop - Step 3 \(Balloon Code Rising\)](#)

[Balloon Pop - Step 4 \(Balloon Code Pop\)](#)

[Balloon Pop - Step 5 \(Balloon Code Doom\)](#)

[Balloon Pop - Step 6 \(Scoring\)](#)