

Make it rain!

Let's grow some plants!

Remix the following sprites: <https://scratch.mit.edu/projects/395125018/editor/>

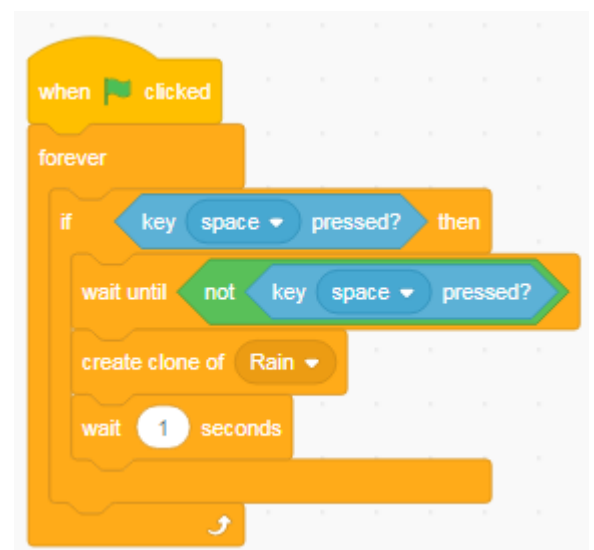
Add this code to your storm cloud sprite:

This code will control the cloud sprite, it tells the sprite where to start (go to x:-200 y:128) and how often to repeat the movement.



Once the code is on the sprite, test your code. The cloud should move back and forth across the stage slowly moving towards the bottom of the stage.

This code also goes on the cloud sprite, this code makes the rain sprite fall from the cloud every time the space key is pressed. The code will also clone the rain sprite so there aren't hundreds of rain sprites.

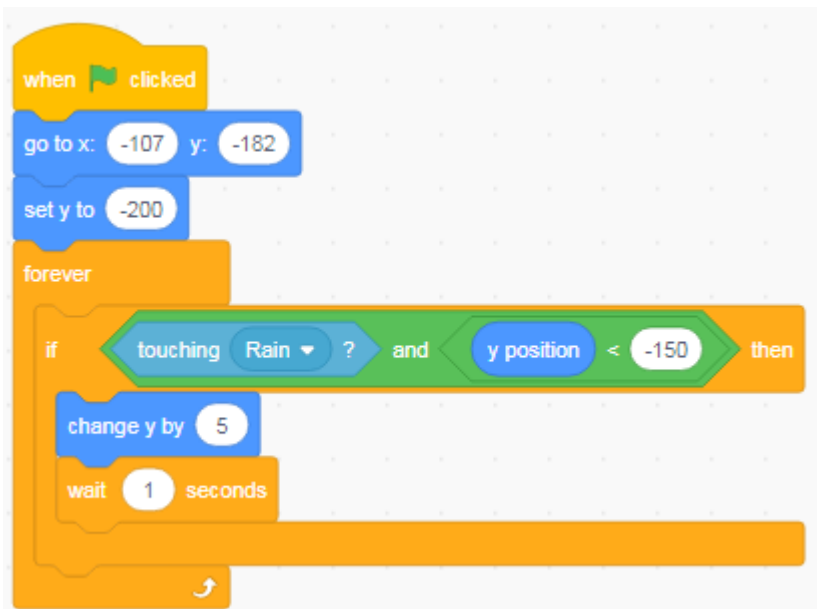


Next you need to add code to the rain sprite:



This code hides the rain when the game starts.

This code also goes on the rain sprite and controls where it falls from and how it falls.



This piece of code goes on your flower sprites. You can duplicate this code and put in on each of your flower sprites with one small change. The 'go to x:-107 y:-182' code block needs to change with the position of each flower. The flowers should be spread across the bottom of the stage with only the top of the flowers showing, the go to...x: y: code should match this.

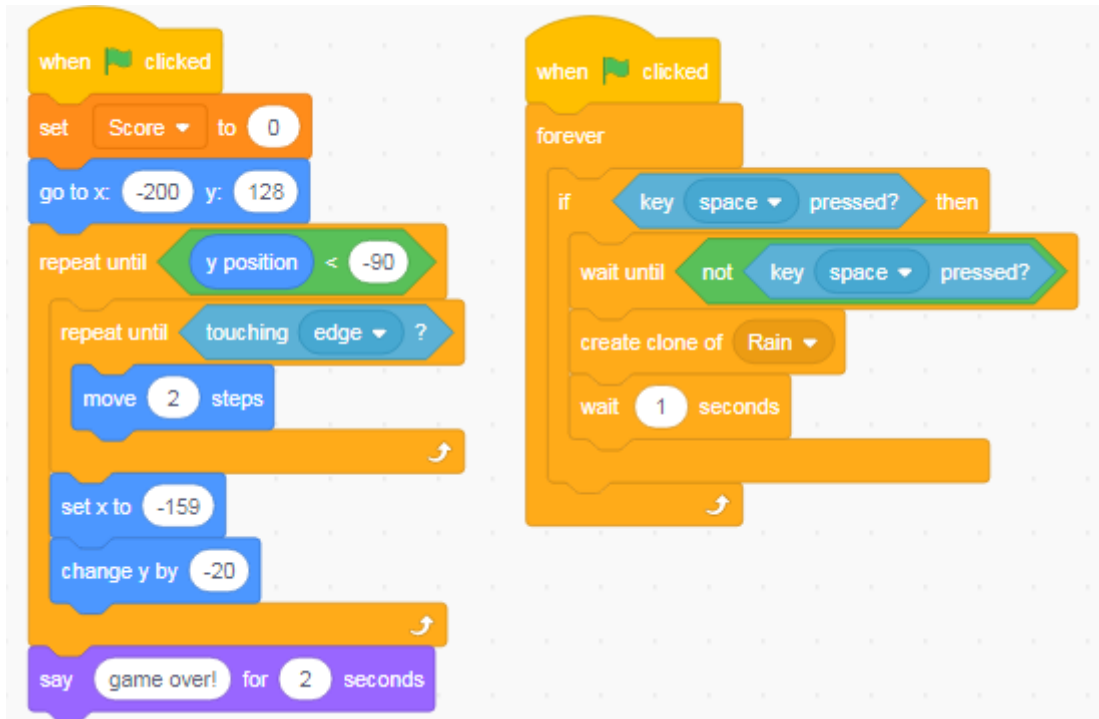
The code above will make the flowers grow every time the rain hits them.



To make the game more of a challenge, create a variable called 'score' (make sure it's for all sprites) Put this code at the top of the when flag clicked code on the cloud sprite and also on each of the flower sprites.

The code on your sprites should now look like this:

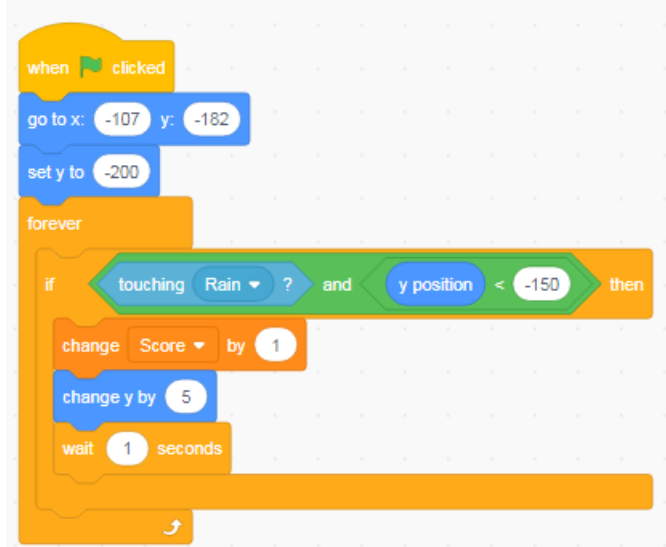
Cloud Sprite:



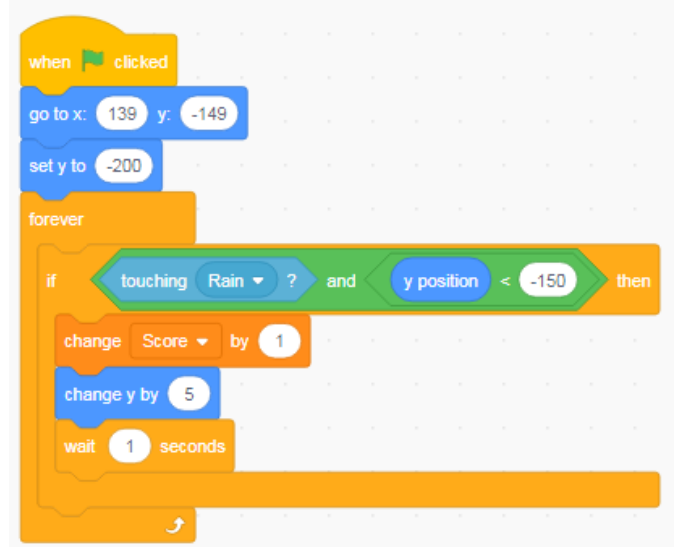
```
when green flag clicked
  set Score to 0
  go to x: -200 y: 128
  repeat until y position < -90
    repeat until touching edge?
      move 2 steps
    set x to -159
    change y by -20
  say game over! for 2 seconds
```

```
when green flag clicked
  forever
    if key space pressed? then
      wait until not key space pressed?
      create clone of Rain
      wait 1 seconds
```

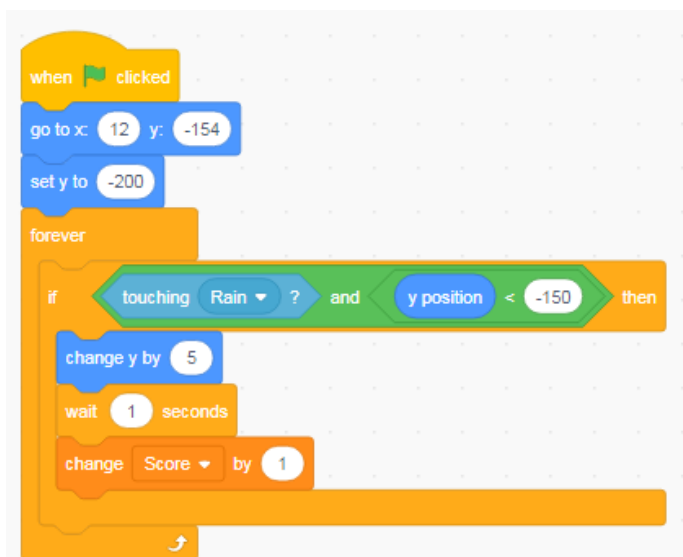
Flower Sprites:



```
when green flag clicked
  go to x: -107 y: -182
  set y to -200
  forever
    if touching Rain? and y position < -150 then
      change Score by 1
      change y by 5
      wait 1 seconds
```



```
when green flag clicked
  go to x: 139 y: -149
  set y to -200
  forever
    if touching Rain? and y position < -150 then
      change Score by 1
      change y by 5
      wait 1 seconds
```



```
when green flag clicked
  go to x: 12 y: -154
  set y to -200
  forever
    if touching Rain? and y position < -150 then
      change y by 5
      wait 1 seconds
      change Score by 1
```