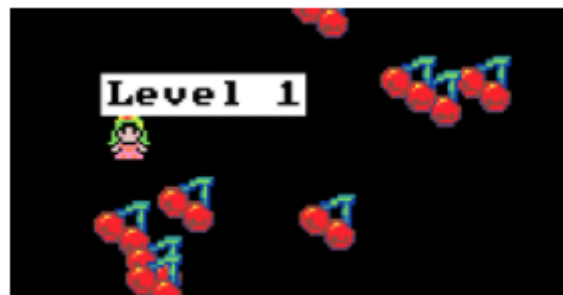


Level Up!



En este proyecto te tienes que comer todas las cerezas en un determinado tiempo.

Cuando empieza el programa.

A Scratch code editor showing the 'on start' script. The code consists of five blocks: a purple 'splash' block with two text boxes containing "Apúrate!" and "Como las cerezas!"; a red 'set' block for 'level' to '1'; a red 'set' block for 'player' to a 'sprite' of kind 'Player'; a red 'move' block for 'player' with 'vx' and 'vy' both set to '70'; and a blue 'call' block for 'startLevel'. Five callout boxes with arrows point to these blocks, providing explanations in Spanish.

Aparece un mensaje en dos líneas.

La variable level (nivel) se le asigna el valor 1.

Creamos un Sprite de tipo Player con el nombre de player.

Los podremos mover con los botones de dirección a una velocidad tanto horizontal como vertical de 70.

Llamamos a la función startLevel

Comparativa con JavaScript

```
24 let food: Sprite = null
25 let count = 0
26 let player2: Sprite = null
27 let level = 0
28 game.splash("Apúrate!", "Como las cerezas!")
29 level = 1
30 player2 = sprites.create(sprites.castle.princessFront0, SpriteKind.Player)
31 controller.moveSprite(player2, 70, 70)
32 startLevel()
```

Función startLevel

The image shows a Scratch script for a function named 'startLevel'. The script consists of the following blocks:

- function startLevel** (blue block)
- set background color to** (purple block) with a **pick random** block (3 to 7).
- set count to** (red block) with the value 0.
- for** (green block) with **index** from 0 to 10 + **level**.
- do** (red block) containing:
 - set food to** (red block) with **sprite** (cherries) of kind **Food**.
 - set food position to** (blue block) with **x** pick random (20 to 140) and **y** pick random (20 to 100).
- player say** (blue block) with **join** ("Level " + **level**) for 1000 ms.
- start countdown** (red block) with 10 (s).

Explanatory text boxes with arrows pointing to the corresponding blocks:

- "El color de fondo saldrá de un número aleatorio desde 3 hasta 7." (points to the pick random block)
- "La variable count se le asigna el valor 0." (points to the set count block)
- "Hacemos un bucle que se tiene que repetir 10 + el valor de level." (points to the for block)
- "Creamos un Sprite de tipo Food llamado food con la imagen de unas cerezas." (points to the set food to block)
- "Lo posicionamos en las coordenadas x un valor aleatorio desde 20 hasta 140 y para y un valor aleatorio desde 20 hasta 100." (points to the set food position to block)
- "Nuestro jugador dirá 'Level ' seguido del valor de la variable level." (points to the player say block)
- "Para ello tienes un tiempo de 10 segundos." (points to the start countdown block)

Comparativa con JavaScript

```
14 function startLevel () {
15     scene.setBackgroundColor(randint(3, 7))
16     count = 0
17     for (let index = 0; index <= 10 + level; index++) {
18         food = sprites.create(sprites.food.smallCherries, SpriteKind.Food)
19         food.setPosition(randint(20, 140), randint(20, 100))
20     }
21     player2.say("Level " + level, 1000)
22     info.startCountdown(10)
23 }
```

Cuando Sprite de tipo Player toca a otro Sprite de tipo Food.

The image shows a Scratch script with several blocks and annotations:

- Event:** "on sprite of kind Player overlaps otherSprite of kind Food"
- Block 1:** "change count by 1" → "A la variable count le sumamos 1."
- Block 2:** "change score by 1" → "A la variable score (Puntos) le sumamos 1."
- Block 3:** "destroy otherSprite" → "Destruimos el otro Sprite."
- Block 4:** "otherSprite start smiles effect for 200 ms" → "Añadimos en efecto de sonrisas durante 200 ms."
- Block 5 (If):** "if count > 10 + level then" → "Si count es mayor de (10 más valor de level)."
- Block 6 (Then):** "change level by 1" → "Suma a level 1, Reproduce un sonido 'jump up'"
- Block 7 (Then):** "play sound jump up" → "Suma a level 1, Reproduce un sonido 'jump up'"
- Block 8 (Then):** "call startLevel" → "Llama a la función startLevel"
- Block 9 (Else):** "else" → "Si no"
- Block 10 (Else):** "play sound ba ding" → "Se reproduce un sonido 'ba ding'."

Comparativa con JavaScript

```

1  sprites.onOverlap(SpriteKind.Player, SpriteKind.Food, function (sprite, otherSprite) {
2      count += 1
3      info.changeScoreBy(1)
4      otherSprite.destroy()
5      otherSprite.startEffect(effects.smiles, 200)
6  if (count > 10 + level) {
7      level += 1
8      music.jumpUp.play()
9      startLevel()
10 } else {
11     music.baDing.play()
12 }
13 })
    
```