

Typing synergy project: <http://scratch.mit.edu/projects/25598144/#editor>

- Playing around
 - Change the speed of the watermelon, flower, and numbers. Make them slower. Make them faster.
 - Change the "pick random" statement for the turn in the watermelon and flower. See what different numbers do.
 - If you want, you can make the watermelon or flower draw a line with a pen. Doesn't change the game, but may look cool.
- Scoring
 - Create a new variable called "score" (for all sprites).
 - Set "score" to zero in the alphabet sprites "when green flag clicked" code block.
 - Finish the "when I receive blast" code block by filling in the two missing lines. If you type a letter that's touching the watermelon or flower during synergy, you get 10 points. If it's touching the watermelon or flower but no synergy is happening, you get just 1 point. If you want, you can also make it so you **lose** points for a miss. This makes the game much harder since you can't just type randomly.
 - Play the game. Can you get a good score?
- Add another watermelon to increase the action
 - Make a second watermelon sprite that has the same script as the first one. When either watermelon is touching the flower, synergy happens.
 - Change the middle "if" statement in "when I receive blast" to check for touching either watermelon or the flower.
 - With the way the code is, a watermelon only lights up if it's touching the flower. But we want both watermelons to light up even if just one is touching the flower. To do this, get rid of the code in the watermelons that checks if they are touching the flower. Instead, the flower can just check if it's touching either watermelon, and if so set "synergy is happening" to 1. Then, each watermelon can just check if "synergy is happening" to know whether to light up.
- Targeted practice
 - When people learn to type, they usually practice with a limited set of letters first.
 - Change the "when green flag clicked" block of the alphabet sprite so instead of a full alphabet it generates three each of A, S, D, F, J, K, and L.
 - As a fancy extension to the program, you could make a menu when it starts. The user can click different buttons to practice with different subsets of the letters.
 - Another nice feature would be a timer. Right now you can keep playing as long as you like to get a high score. If the game ran for just one minute and then was over, it would be more challenging.