

# Valentine Memory Match Challenges

## Character animation starters

1. Add a “happy” animation for the lego man. The animation can simply be switching back and forth a few times between the “main” costume and the “raise arms” costume, with a little wait in between.
2. Add a “sad” emote to the prince (the frog). Make a costume with a sad frog face and switch to this costume in the “emote” receiver when the emotion is “sad”.
3. For the frog’s “happy” emote, have him change to the prince costume.
  - a. Fancy: If you want you can make the “happy” an animate instead of an emote, where first you see the frog, then you see a puff of smoke, then you see the prince.
4. For the princess’s “sad” emote, show her with a bucket on her head.
5. For the princess’s “happy” emote, draw some hearts.
  - a. Fancy: Make three costumes of hearts so when you cycle through them they look like they are floating up.
6. The seastar has a sad costume already but it isn’t being used. Use it.

## More character animation ideas

1. Make butterfly1 flutter for “happy”.

2. The seastar already has good “happy” and “sad” costumes. Make one in between for “normal”.
3. Make penguin2 skate when it’s happy by cycling through the frames 1, 2, 3, 2, 1, 2, 3 and so on.
4. fish1 and fish2 have nice big faces that should be good to modify.
5. ladybug has a nice big face to modify, as do gobo, giga, ghost, and penguin1.
6. For the beetle’s sad emote, maybe show a can of bug spray and him lying on his back.

### **Game design and programming challenges**

1. Kissing booth – Right now, when the two characters move to the top of the screen, there is just a white space. Draw on the backdrop to make that space look like a “kissing booth” that the characters go into. (Or if you don’t want to make a kissing booth you can make it a “love seat” couch.)
2. Intro screen – Make it so that when the flag is clicked, you show a sprite that introduces the game. It can just be sprite that sits there, or you can animate it. It should say the name of the game, and your name, to show who made it.
3. Sound effects – make a click sound effect when a question mark is clicked. Make a certain sound when a match is made, and another sound when a match fails.
4. Scorekeeping
  - a. Keep track of the number of guesses the player makes in a variable. Change by 1 each time the player makes a guess.

- b. Detect when the game ends? (How do you know the board has been cleared?)
- c. At the end of the game, depending on how many guesses it took the player to clear the board, show a message sprite that says, "Outstanding", "Good", "Average", "Poor", or "Terrible".