

# Lookout: baddies!

```
on start
  set Daisy to sprite [Daisy] of kind Player
  move Daisy with buttons vx 100 vy 100
  set Daisy position to x 0 y 0
  set baddie to sprite [Baddie] of kind Enemy
  set baddie position to x pick random 0 to screen width y pick random 0 to screen height
  set baddie follow Daisy with speed 10
```

Make baddie

Make them chase (set speed)

```
on sprite of kind Player overlaps otherSprite of kind Enemy
  change life by -1
  destroy otherSprite
  set baddie to sprite [Baddie] of kind Enemy
  set baddie position to x pick random 0 to screen width y pick random 0 to screen height
  set baddie follow Daisy with speed 10
```

Lose life, destroy baddie and make a new one when caught



## Spawn random items

```

on start
  set background image to [background image]
  pause 2000 ms
  show long text "Collect the Fruit- but avoid the unhealthy junk!" bottom
  set mySprite to sprite [Mario] of kind Player
  move mySprite with buttons vx 100 vy 100
  set mySprite stay in screen ON
  set life to 3
  
```



Spawn food randomly:

```

on game update every 500 ms
  set choice to pick random 1 to 3
  if choice = 1 then
    set projectile to projectile [cake] from side with vx -60 vy 0
  else if choice = 2 then
    set projectile to projectile [apple] from side with vx 60 vy 0
  else
    set projectile to projectile [heart] from side with vx 55 vy 0
  set projectile kind to Food
  set projectile y to pick random 10 to 110
  
```

To eat good food:

```

on sprite of kind Player overlaps otherSprite of kind Food
  change score by 1
  destroy otherSprite with hearts effect for 500 ms
  play sound ba ding
  
```

When eating bad food:

```

on sprite of kind Player overlaps otherSprite of kind Projectile
  change life by -1
  camera shake by 4 pixels for 500 ms
  destroy otherSprite with bubbles
  
```

