

Scratch Lab 4

Conditionals

1. Update the number guessing game we started in class.

Here are six challenges to try to make the code act more like a human. If you think of anything else that would make it cooler, feel free to add it in. Try each of these in order. When you are done, your finished code should be able to deal with *all* of the challenges.

Challenge #1: The cat should welcome the player and ask for his/her name before beginning.

Challenge #2: If the player guesses incorrectly, the cat should tell her that she is incorrect, using her name. For example, if Colleen is playing the game, the cat should say something like “Sorry Colleen, that is not the right answer”, before asking Colleen to guess again.

Challenge #3: If the player guesses incorrectly, the cat should tell her if the secret number is bigger or smaller than the number that she guessed.

Challenge #4: Right now, the cat always picks a number between 1 and 10. Change this so that the cat always picks a number between 1 and a variable named maximum. Ask the player what she would like the maximum number to be, before choosing a random number. Use this maximum number as the highest number that the cat will choose.

Challenge #5: Keep track of how many guesses it takes before the player guesses the right number.

Challenge #6: When the player guesses the secret number, tell her how many guesses it took, and congratulate her using her name.

2. Write a program where the cat asks the user to input 3 quiz grades. The cat should then calculate the average grade for the user. Tell the user what his average is. You can round the average to the nearest whole number. Then, tell the user what letter grade he has earned, based on the following:

A: 90-100

B: 80-89

C: 70-79

F: < 70

DESSERT



1. Make a rock, paper scissors game with two characters playing against each other. Have the user press a key to trigger a turn. Each character will "show" their choice. Have a third sprite that determines the winner and announces who won the round. Keep score.