

Scratch Activity:

Guessing Game!

You may work on this activity in pairs.

Write a program that will allow a user to interact with your program, by guessing a number chosen randomly by the computer.

1. Choose a Sprite
2. Select or create a backdrop – choose whatever background you want.
3. Your sprite should then tell the user that he is thinking of a number between 1 and 100. (Use Say for 2 seconds)
4. You will need to create a variable equal to a random number from 1 to 100
5. You will need to allow user input!
6. The user will be given as many guesses as required to find the number the game host is thinking about
7. To narrow the guesses, the Sprite will tell the user 'too high' or 'too low' when the user guesses wrong
8. When the user guesses the right number display an appropriate message with the correct number.
9. Additional challenges:
 - a. Have balloons appear on the screen only when the answer is guessed correctly.
 - b. Add another level. Change the backdrop of the screen after the user wins and try another challenge (rock paper scissors, or anything else).
 - c. Do anything else you want with the game. Make it unique and have fun!

Variables: You will need to use two variables. One variable will hold the random number the host is thinking about. You should call it an appropriate name. The other is for the user's guess. This is the **answer** variable supplied by Scratch so you don't need to create it. When you are done testing, **remember to hide the variable so it does not show on the screen!**