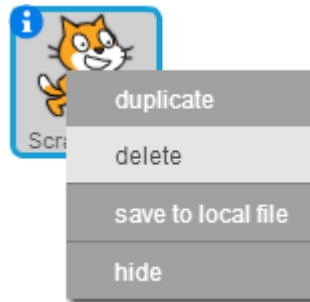




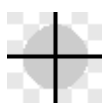
1 Paint a green golf course using the fill bucket:



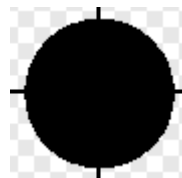
2 Right-click on the cat to delete it.



3 Paint two new sprites:





ball



hole

*Hold SHIFT!*

- ✓ Paint the hole bigger than the ball.
- ✓ Click  to set their costume centres as shown.
- ✓ Click on a sprite then  to type its name.

4 Make three new variables:



5 Add these commands to the ball:

```

when clicked
  go to x: 0 y: -100
  go to front
  set Hits to 0
  repeat until touching hole ?
    point in direction -90
    ask "What angle should I travel at?" and wait
    set Angle to answer
    ask "Type f for fast or s for slow." and wait
    set Speed to answer
    change Hits by 1
    turn Angle degrees
    if Speed = f then
      repeat 10
        move 5 steps
      else
        repeat 10
          move 2 steps
    go to hole
    say "Well done!" for 2 secs
  stop all
  
```

Annotations:

- Puts the ball at the start.
- Keep hitting the ball until it gets to the hole.
- Move the ball more steps if you type in f.
- Say "Well done!" when the ball gets to the hole.

**Test your game regularly to check it works and so you can debug any mistakes!**

6 Improve your game so it is even better:

- ✓ Make the hole be in a different place for each game.

➔ Click on the hole first

```

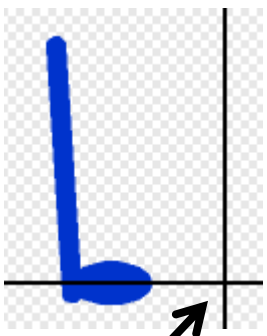
when clicked
  go to x: pick random -200 to 200 y: 100
  
```

- ✓ Add sound effects:

```

Sounds
play drum 60 for 0 beats  ball hit
play drum 77 for 0.25 beats  ball falls in hole
  
```

- ✓ Paint a golf club and add these commands:



➔ Click on the golf club first

```

when clicked
  forever
    point in direction Angle - 90
    go to ball
  
```

Remember to set the costume centre!

- ✓ Paint some yellow sand on the backdrop and add these commands to the ball sprite:

➔ Click on the ball first

```

when clicked
  forever
    if touching color yellow ? then
      go to x: 0 y: -100
  
```

