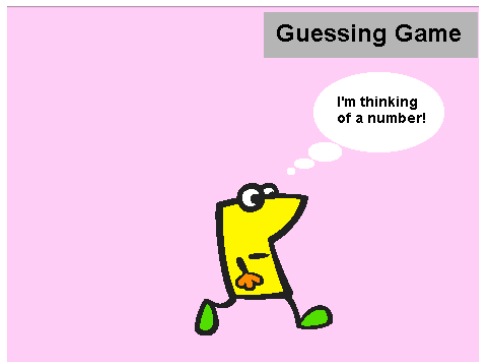


Scratch 1.4 Exercises

BY MR. REID

Our Sixth Program – The Guessing Game

The Visual Stage I



You will write a program that will allow a user to interact with your program, by guessing a number chosen randomly by the computer. For this game we will require a game host sprite. The sprite will tell the user that he is thinking of a number between 1 and 100. The user will then be given as many guesses as required to find the number the game host is thinking about. To narrow the guesses, the host will tell the user 'too high'

or 'too low' when the user guesses wrong.

When the user guesses the right number change the sprite's costume to reflect the user having won the game. Since the user must guess until they find the correct number the host is thinking about you will need to use a loop! You will need two variables. One variable will hold the random number the host is thinking about. You might call it HostNumber. The other is for the user's guess. This is the answer variable supplied by scratch. Remember to hide the variable.



The Programming Stage I

Here are the parts of your program. Assemble them in the host sprite.

