

# Smelephant



*Walk Smelephant around to sniff all the flowers in the field!*

## **Code It**

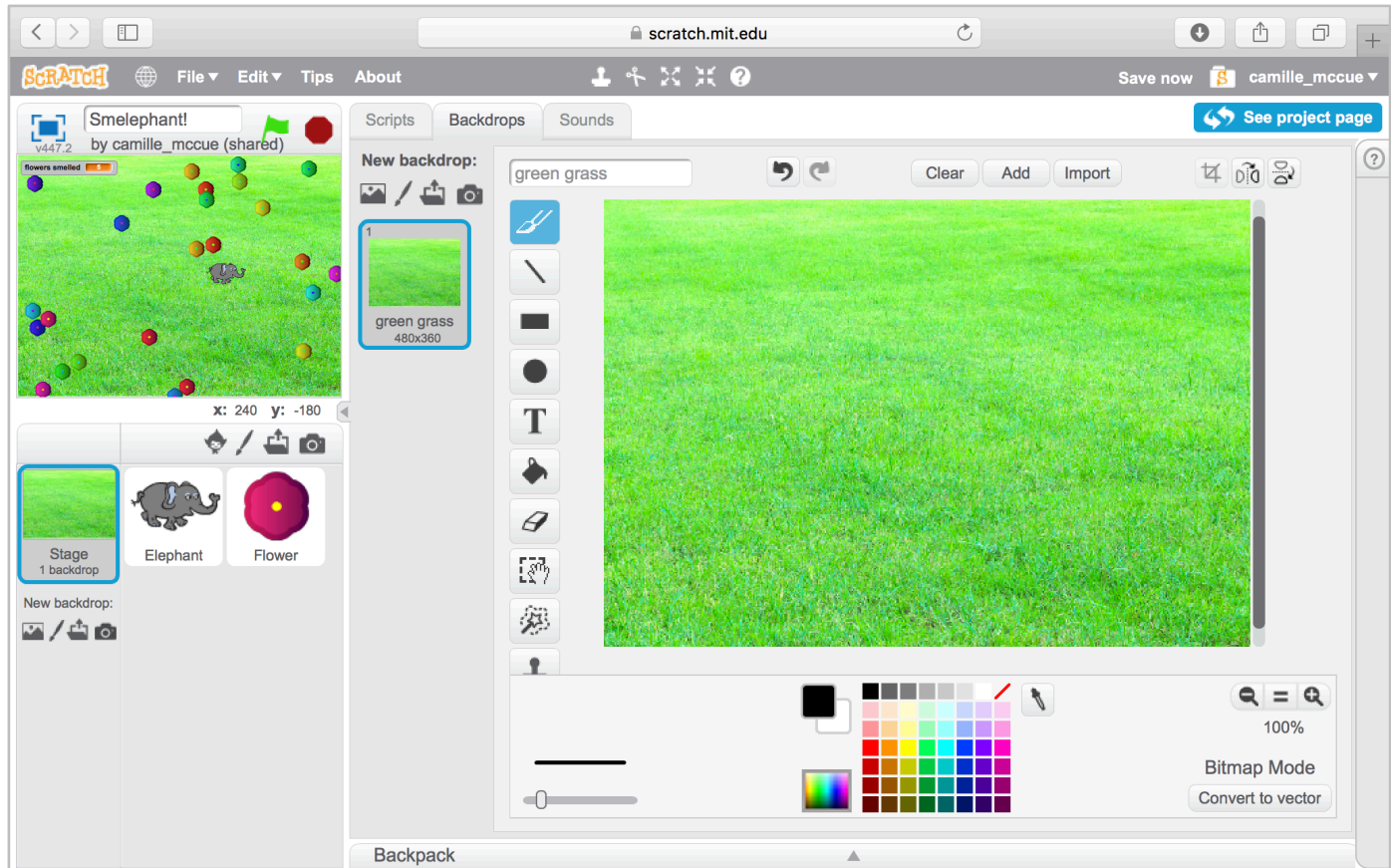
Smelephant is a collection game in which an elephant smells (and sucks up!) flowers with its trunk.

Write scripts for moving the elephant with the arrow keys. Then write a script that asks how many flowers the user wants to create, then populates and disperses the flowers in the field. As the elephant smells a flower, the collision results in the flower hiding and a funny pop sound. Include code that, using a variable, tracks how many flowers hide, and checks whether all flowers have been sucked up (also playing an elephant trumpet sound).

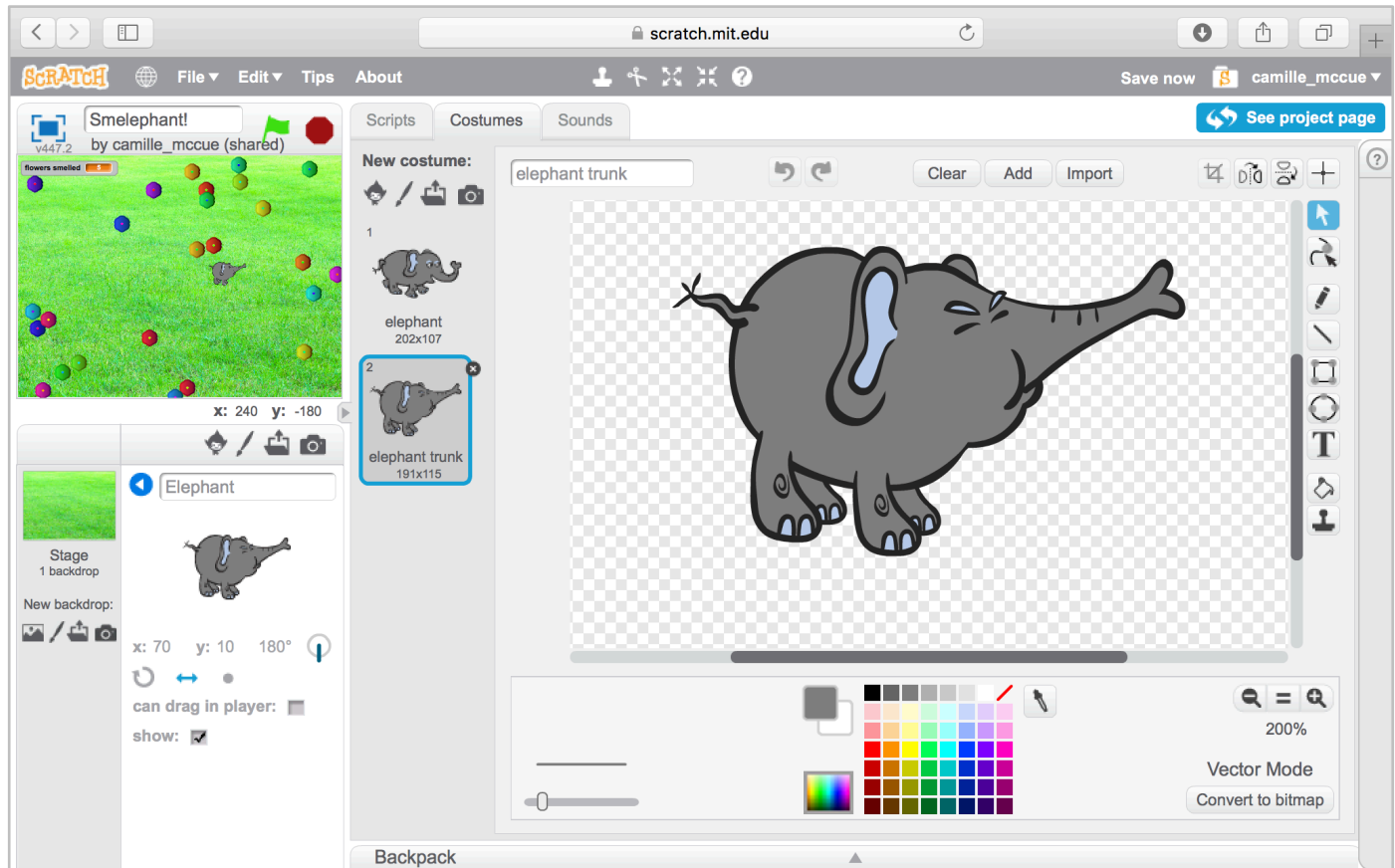
## **Play It**

Start the action with the green flag.

## Stage – Script



## Elephant Sprite – Costume



## Elephant Sprite – Script

The screenshot displays the Scratch IDE interface for a project titled "Smelephant!". The main workspace shows a green field with a small elephant sprite and several colorful flowers. The script area on the right contains the following code:

```
when clicked clicked
  go to x: 0 y: 0

when up arrow key pressed
  point in direction 0
  move 10 steps
  next costume

when left arrow key pressed
  point in direction -90
  move 10 steps
  next costume

when right arrow key pressed
  point in direction 90
  move 10 steps
  next costume

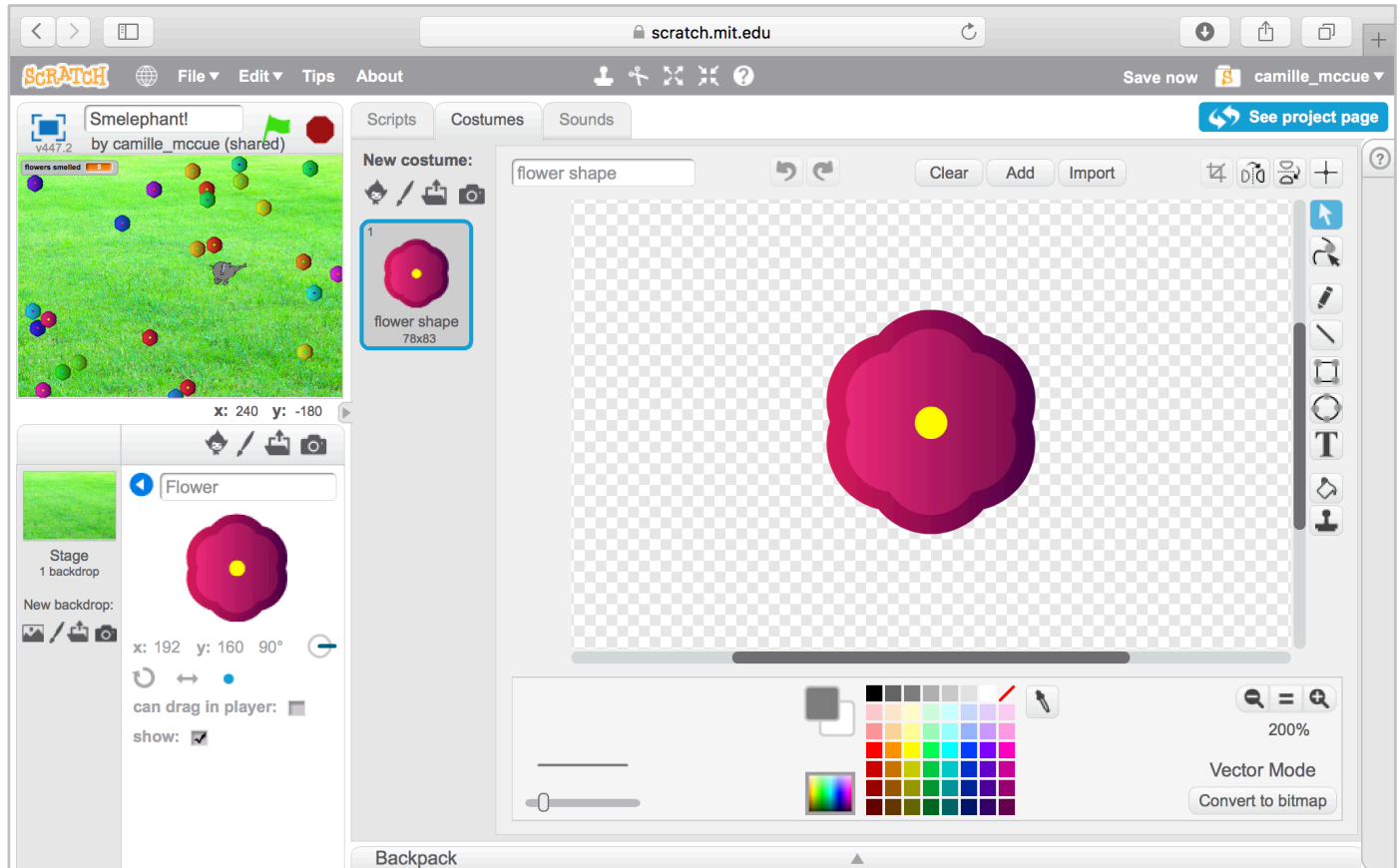
when down arrow key pressed
  point in direction 180
  move 10 steps
  next costume
```

The interface also shows the "Scripts" menu on the left, the "Costumes" panel with "Elephant" and "Flower" costumes, and the "Stage" area with "Stage 1 backdrop". The URL bar shows "scratch.mit.edu" and the user name "camille\_mccue".

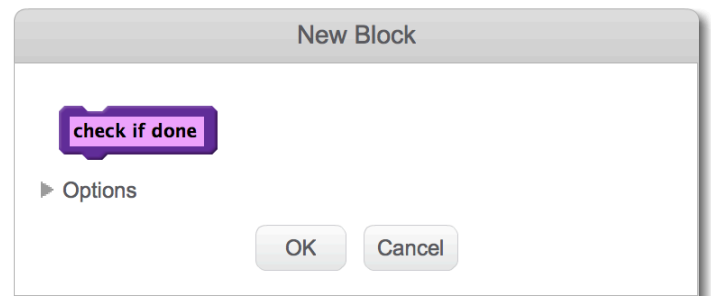
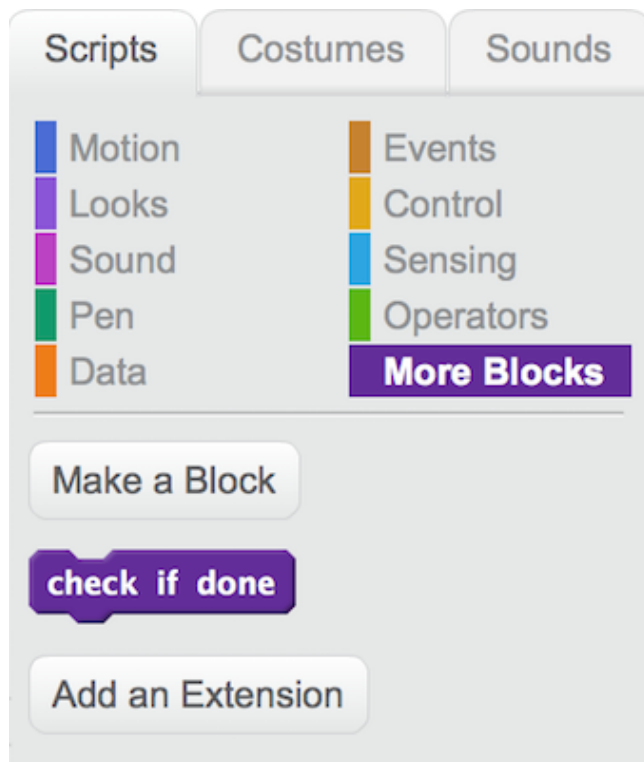
## Flower Sprite – Sounds

The screenshot displays the Scratch web interface in a browser window. The address bar shows 'scratch.mit.edu'. The project title is 'Smelephant!' by 'camille\_mccue (shared)'. The 'Sounds' panel is active, showing a list of sounds. The first sound is 'pop' (00:00.02) and the second is 'elephant sou...' (00:02.06), which is highlighted with a blue box. The 'New sound:' section shows a waveform for 'elephant sound.mp3'. Below the waveform are playback controls (play, stop, mute) and a 'Microphone volume' slider. The stage area shows a green field with a red flower and a grey elephant. The 'Costumes' panel shows 'Stage 1 backdrop', 'Elephant', and 'Flower' (highlighted with a blue box). The 'Scripts' and 'Costumes' panels are also visible.

## Flower Sprite – Costume



## Flower Sprite – New Block





## Flower Sprite – Scripts

The screenshot displays the Scratch IDE interface for a project titled "Smelephant!". The main workspace shows a green field with several colorful flower sprites and an elephant sprite. The "Scripts" tab is selected, showing the following code for the Flower sprite:

```
when clicked
  go to x: -100 y: 50
  set flowers smelled to 0
  show
  ask HOW MANY FLOWERS? and wait
  repeat answer - 1
    create clone of Flower
    go to random position
    change color effect by 10

define check if done
  if flowers smelled = answer then
    play sound elephant sound.mp3
    say YOU SMELLED ALL THE FLOWERS! for 3 secs

when clicked
  forever
    if touching Elephant? then
      play sound pop
      hide
      change flowers smelled by 1
      check if done

when I start as a clone
  forever
    if touching Elephant? then
      play sound pop
      hide
      change flowers smelled by 1
      check if done
```

The interface includes a top navigation bar with "Scratch" logo, "File", "Edit", "Tips", and "About" menus. The right side shows "Save now" and "camille\_mccue" user information. The left sidebar contains a "Scripts" panel with categories like Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks. Below this are buttons for "Make a Block" and "Add an Extension". The bottom of the workspace shows a "Backpack" area with "Stage", "Elephant", and "Flower" sprites.

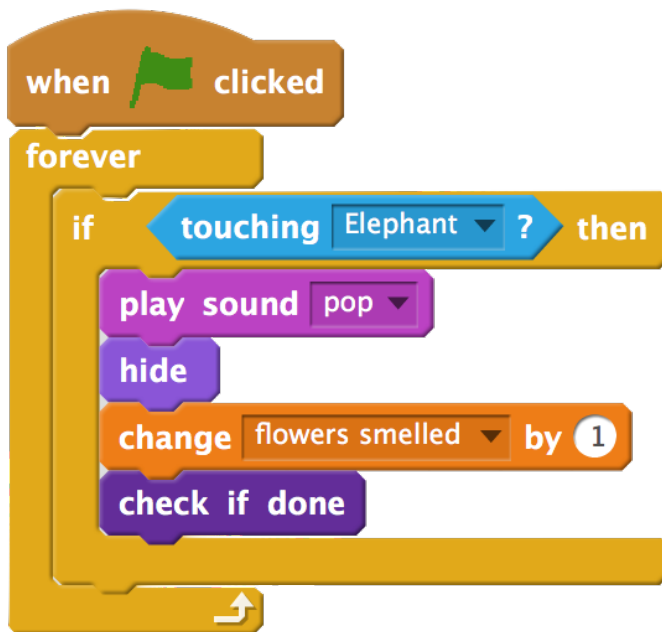
## Flower Sprite – Script Closeups



```
when clicked
  go to x: -100 y: 50
  set flowers smelled to 0
  show
  ask HOW MANY FLOWERS? and wait
  repeat (answer - 1)
    create clone of Flower
    go to random position
    change color effect by 10
```

```
define check if done
  if (flowers smelled = answer) then
    play sound elephant sound.mp3
    say YOU SMELLED ALL THE FLOWERS! for 3 secs
```

## Flower Sprite – Script Closeups



## **Extend It**

Add a clock script and timer variable that decrements (counts down) over a short time period (twenty or thirty seconds) to create urgency for the player!

Or include a “dangerous flower” that Smelephant must avoid – if he sniffs it, game over!