Smelephant

flowers smelled   5

Walk Smelephant around to sniff all the flowers in the field!
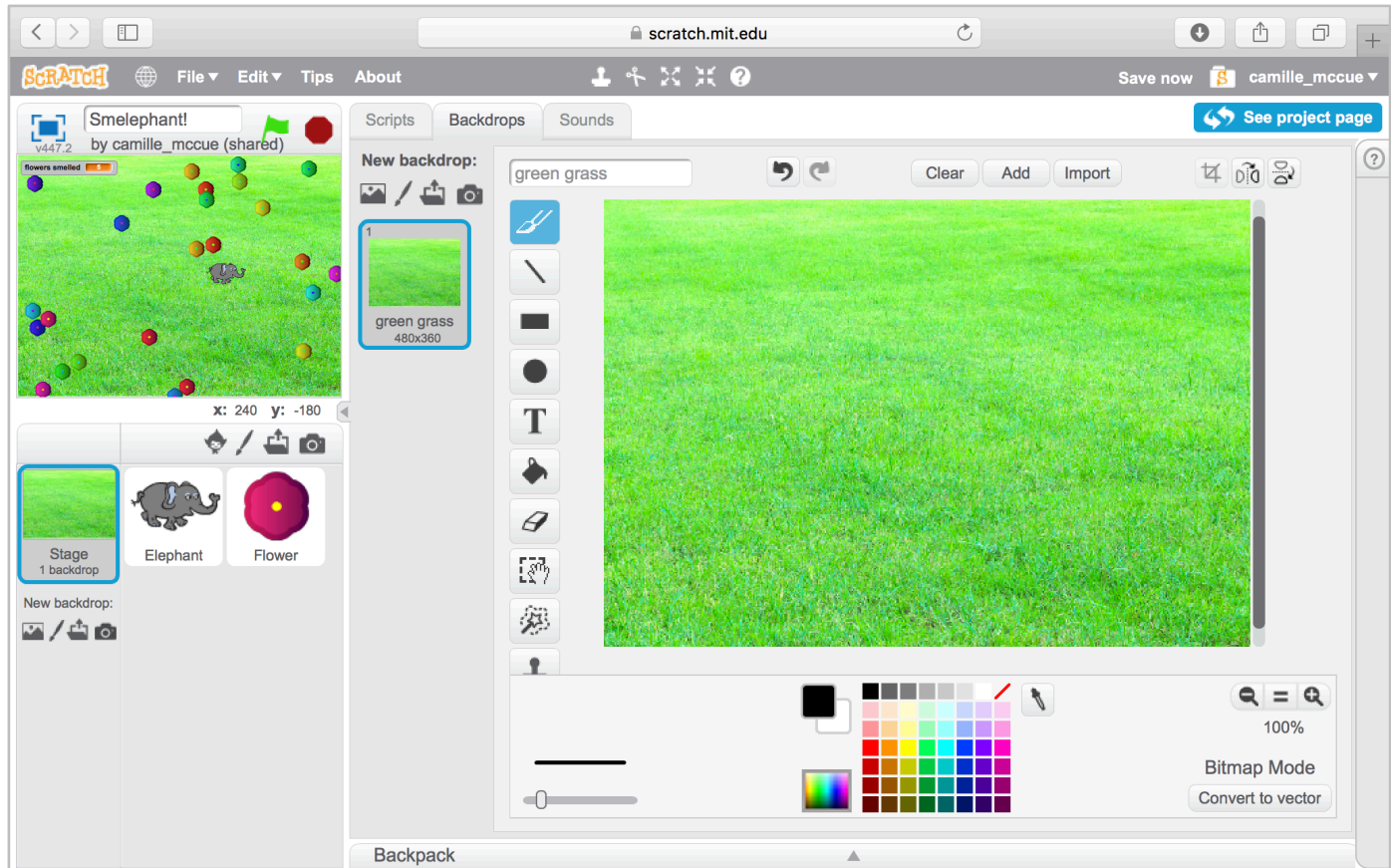
Camille McCue, PhD 2017

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).
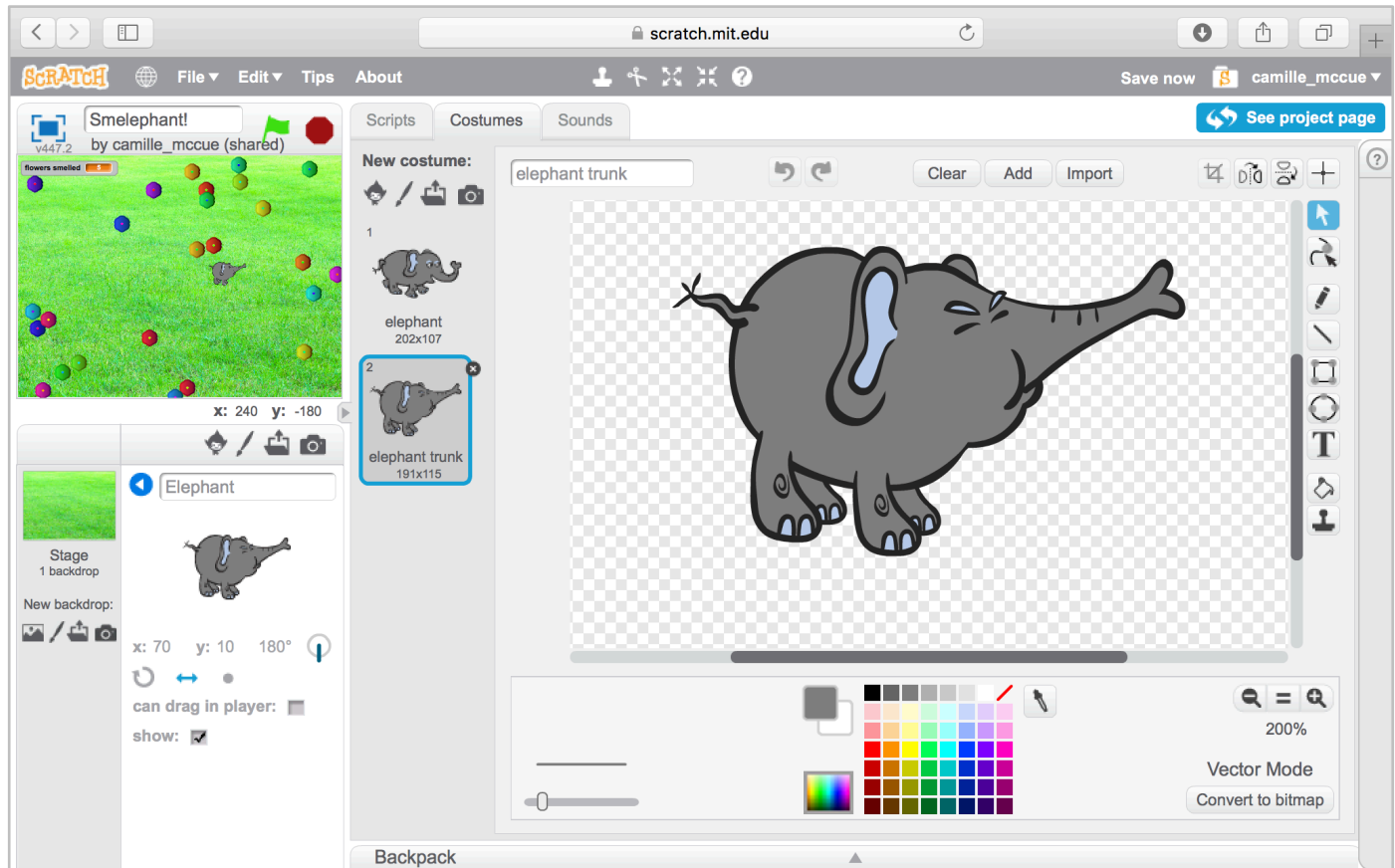
Play It

Start the action with the green flag.

Stage – Script

Elephant Sprite – Costume

Elephant Sprite – Script

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Flower Sprite – Sounds

Flower Sprite – Costume

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Flower Sprite – New Block
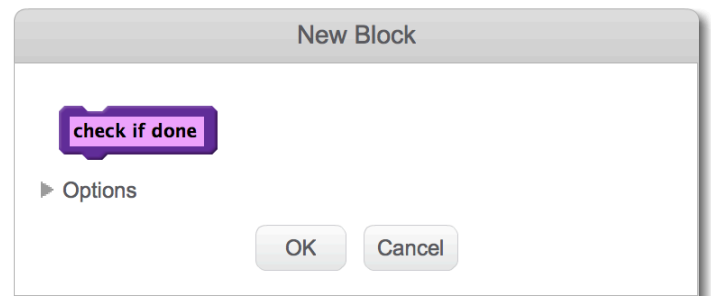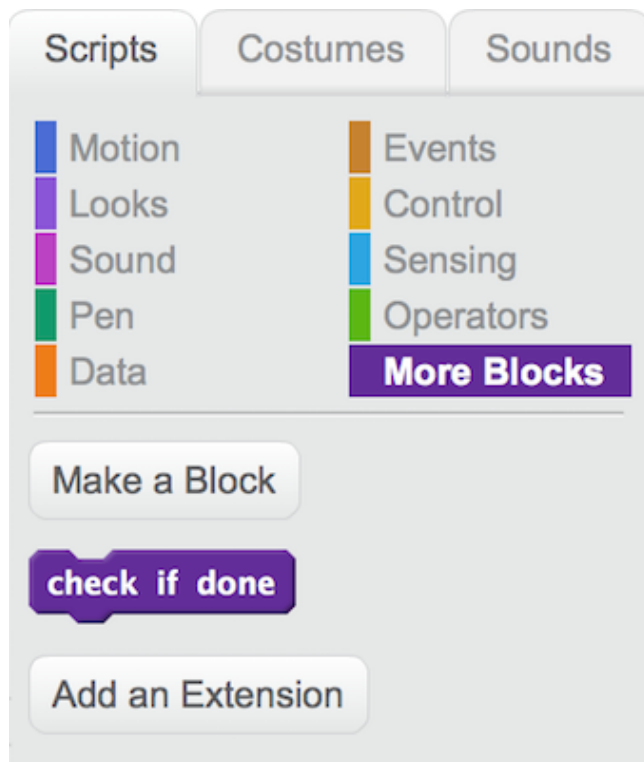
Flower Sprite – Scripts

Flower Sprite – Script Closeups

```
when [green flag] 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 (continued)

```
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
```

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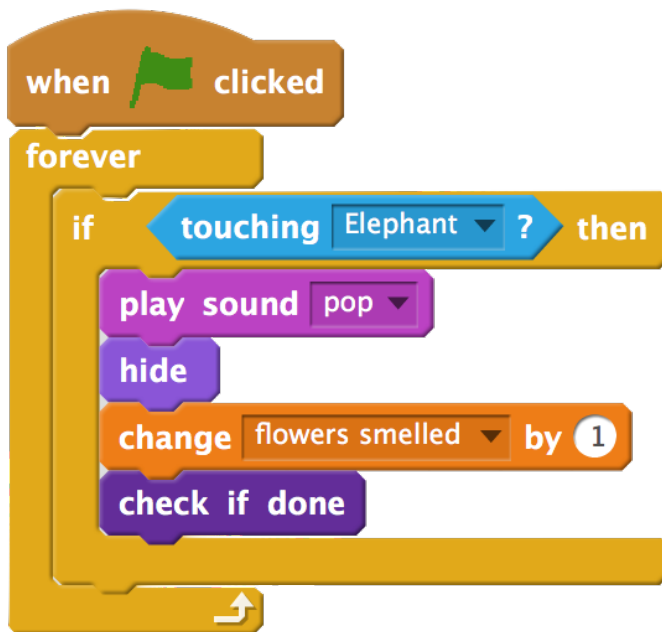
Extend It

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!