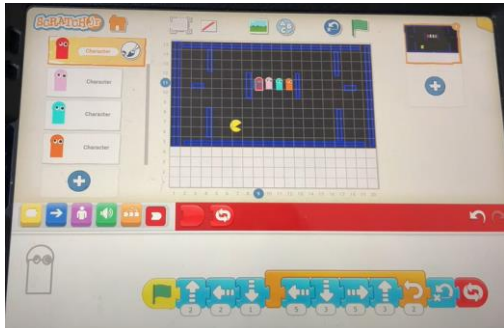
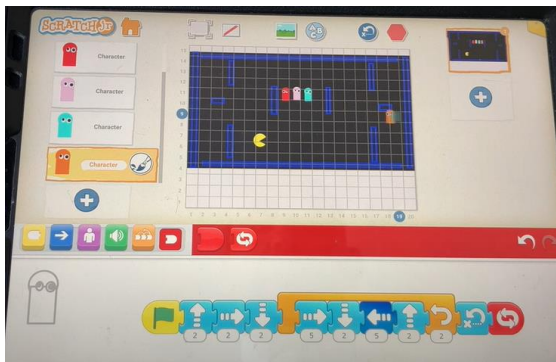


Scratch Jr Pac-man Game Tutorial

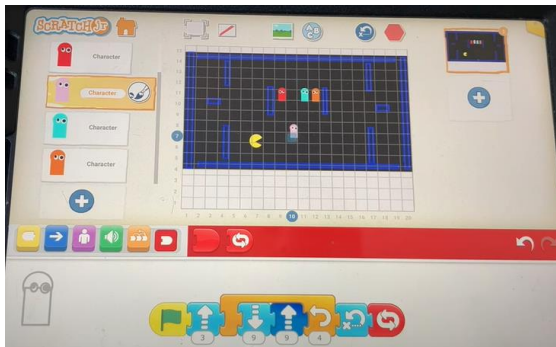
1. Ghosts – code the ghost to move around the screen
 - a. Red Ghost



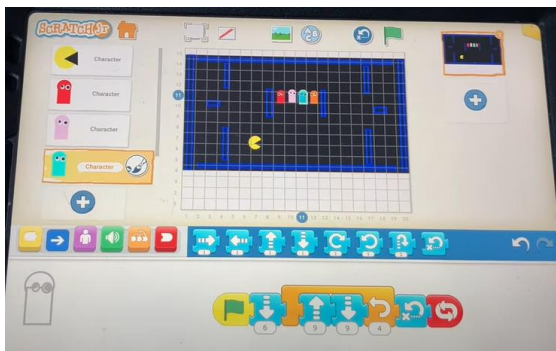
b. Orange Ghost



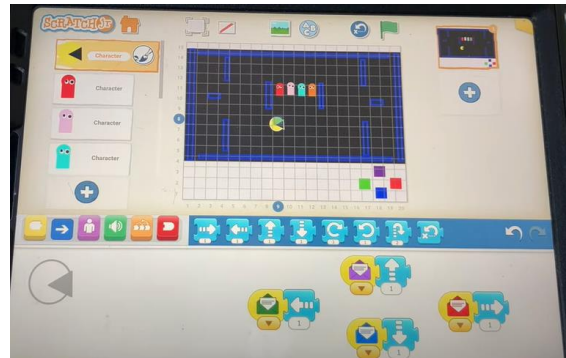
c. Pink Ghost



d. Aqua Ghost



- ## 2. The joypad to move Pac-man

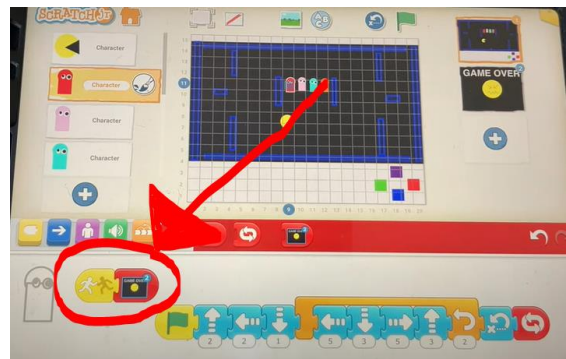


Plus for each of the 'squares' of the joypad add a 'start on tap' and a 'send...start message' block like this:

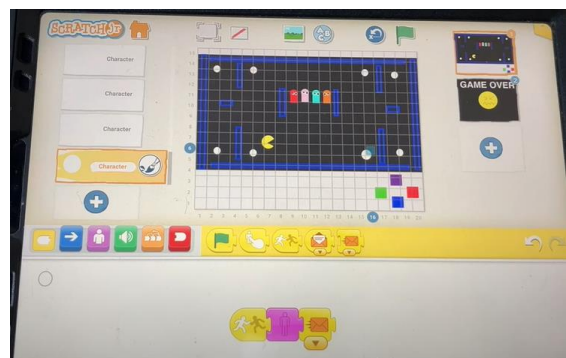


3. Update to Ghost code to trigger the end screen

Add the 'on bump' block and the 'go to page' block to each of the ghosts.



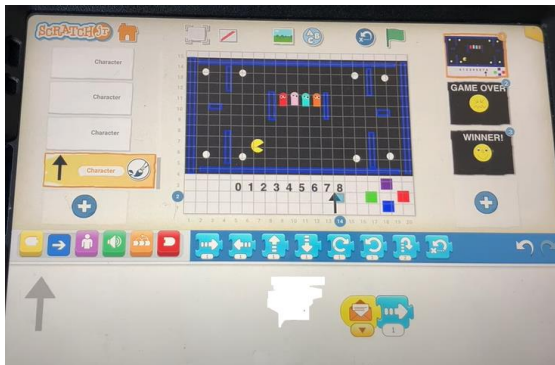
- #### 4. Coins



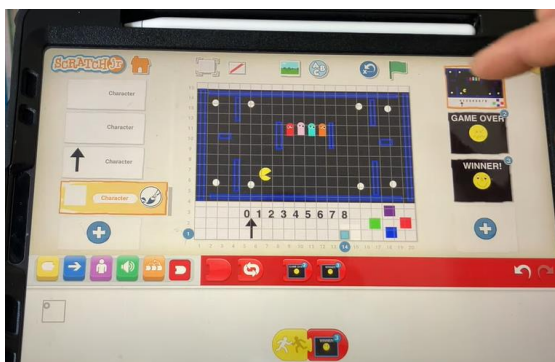
Congratulations, you have made the initial Pac-man game in ScratchJr!

Next we are going to add some more advanced features.

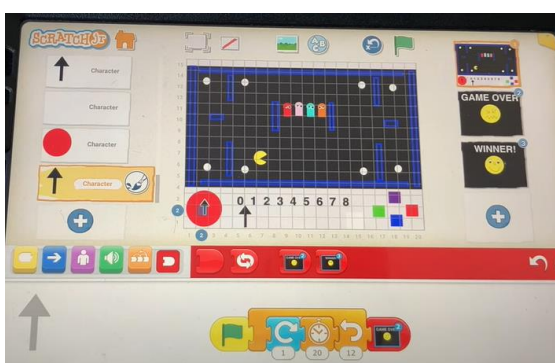
5. The scoreboard
 - a. The arrow



- b. The go to winners page trigger



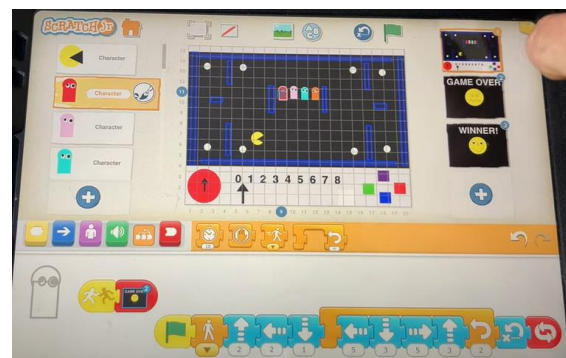
6. The countdown timer



7. Change the speed of the ghosts



Add this 'change of speed' block to the ghost character code as shown here after the green flag block:



Congratulations you have made the full version of the Pac-man game in ScratchJr!