

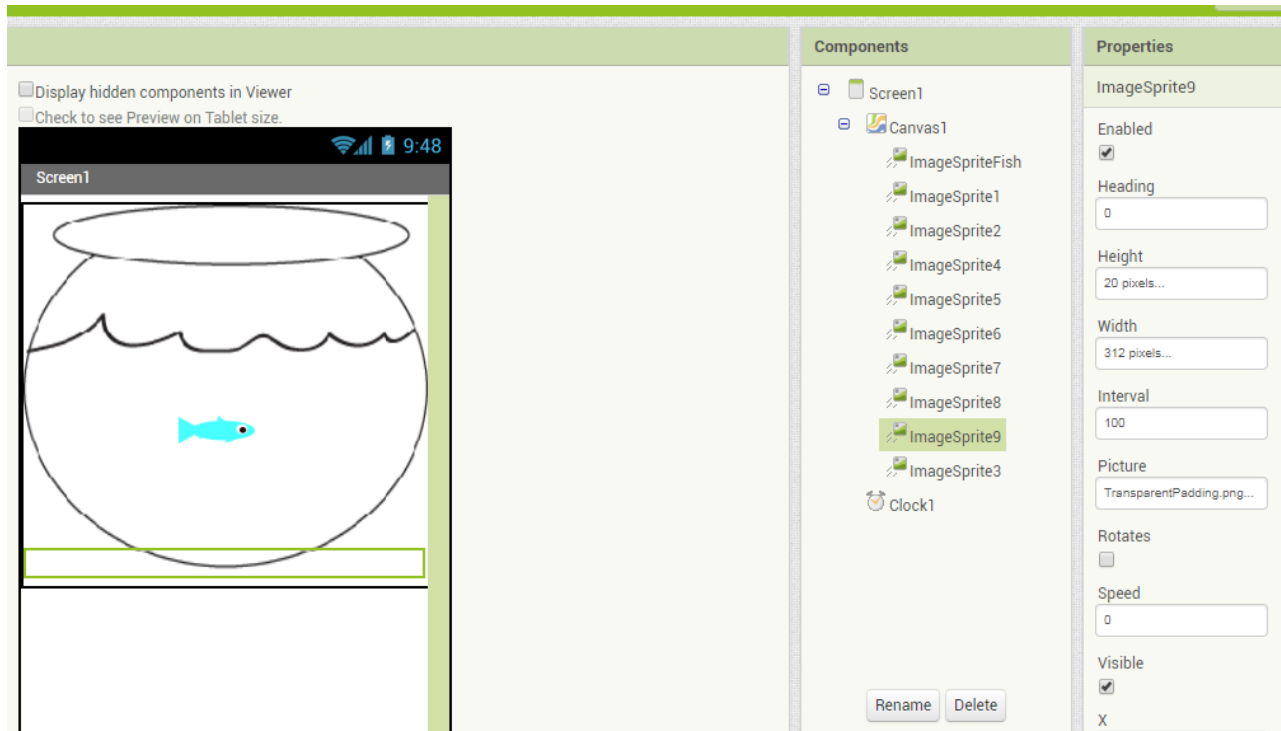
Chapter 9 Projects

1. Fish Bowl 2

First, Review Practice Fish Ball and Drag Ball into Box. Next, Expand the Fishbowl project to keep the fish in the bowl. There are different approaches you can take.

One might be to find the approximate coordinates to keep the fish in the bowl. For instance, if the Y value falls below a certain number, the fish will be out of the bowl. Use the clock's timer to check coordinates and the manually bounce off an edge if it has gone too far. For example, stop the fish from going too high by having it bounce off of a North edge. Stop to the fish from going too far to the left, right, or bottom in the same manner.

Another approach may be to use clear (no image) ImageSprites outlining the bowl, then use the colliding and bounce events to keep the fish in the bowl. Make sure your ImageSprites are at least a pixel in width. (See below)



Note: You will need to use a combination of the following blocks in your program.

