

Scratch Final Project: Timing Game

In the following project, you will create a complete game. The game must include the following:

1. Three or more “timed” sprites
2. Uses the Arrow Keys
3. User a timer for the game
4. Keep score (points)
5. Include a Help screen with directions
6. Resets when the flag is clicked
7. Stops when the game is over
8. Notifies the user when it’s over (Game Over)
9. Uses If -Else Statements
10. Gives the user their final score