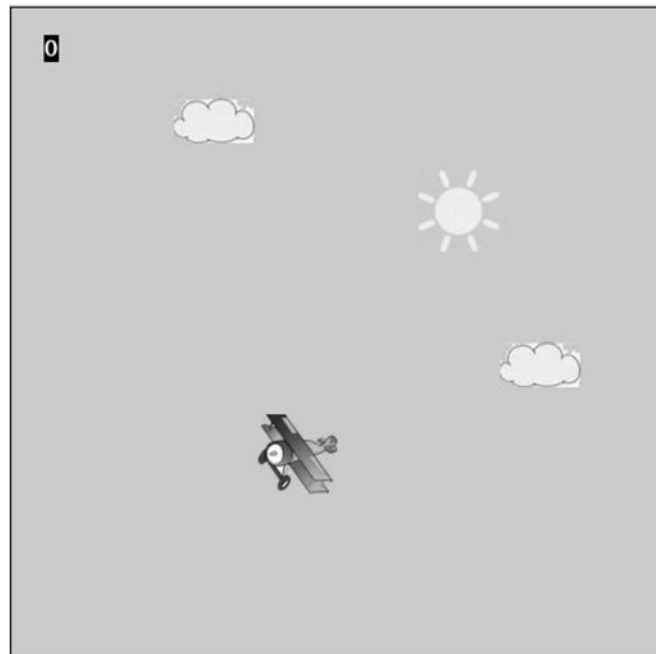


Task 3

[15]

- (a) Open the WJEC Clouds scenario in Greenfoot.
- (b) Populate the world with a **plane**, a **sun** and at least two **cloud** objects.
- (c) Edit the **cloud** objects so that they turn and move at random.
- (d) Edit the program code to make the **plane** move in the direction of the arrow keys when pressed.
- (e) Edit the **plane** code so that it “collects” a **cloud** when they collide (removes the **cloud** from the world).
- (f) Add a sound which will play every time the **plane** “collects” a **cloud**.
- (g) Add a counter. Edit the **plane** code so that the **counter** gains ten points each time a **cloud** object has been “collected”.
- (h) Edit the **cloud** code so that a cloud “disappears” from the world if it collides with the **sun** (removes the **cloud** from the world).
- (i) Edit the **cloud** code and the **counter** code, if necessary, so that the **counter** loses five points if the **cloud** collides with the **sun**.
- (j) Save your completed world as FinalWJEC Clouds

**END OF PAPER**