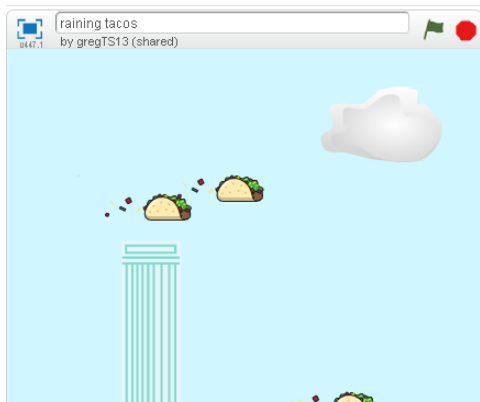


It's Raining Tacos Game – Intro Scratch



Base project:

<https://scratch.mit.edu/projects/113202947/#player>

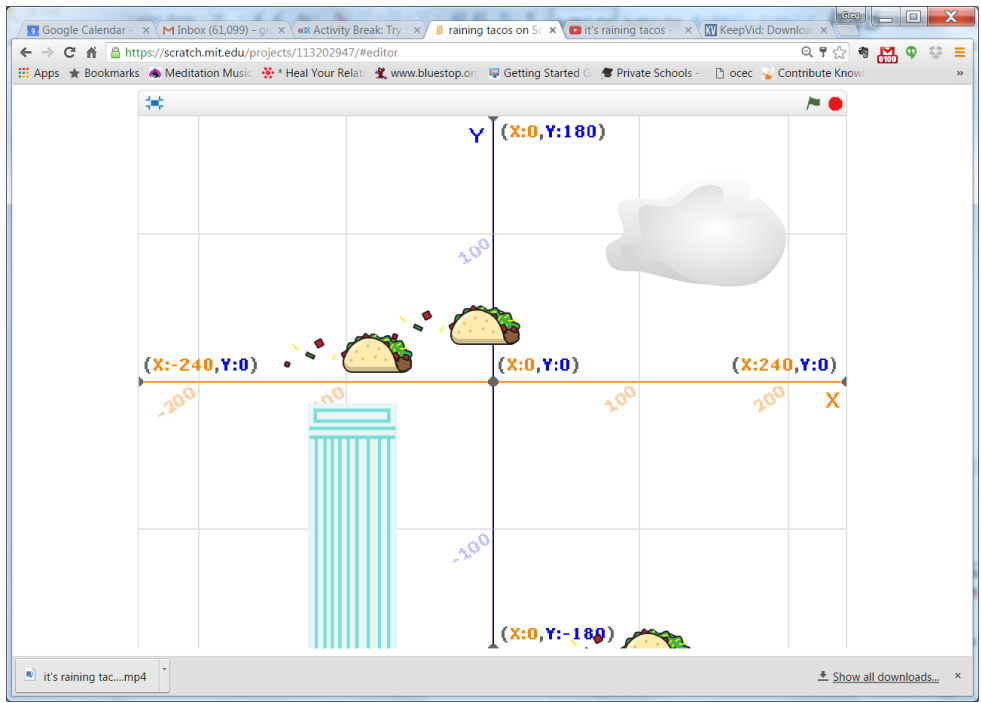
-music is already saved in this base project

Let's make a fun animation, with tacos. We'll play the song, *it's raining tacos* and have tacos falling from the sky. You can have as many tacos falling as you wish. We'll also have a taco that just flies over the city. We can make it fly higher or lower with the up or down arrow keys.

The flying taco doesn't actually go anywhere except up and down. The other elements, the buildings and clouds stream by in the background giving the illusion of the taco flying forward.

And we don't want to clump all of our falling tacos in one spot, so we'll put some on the left side of the screen and some on the right. We'll use the Y axis as the dividing line ($x=0$)



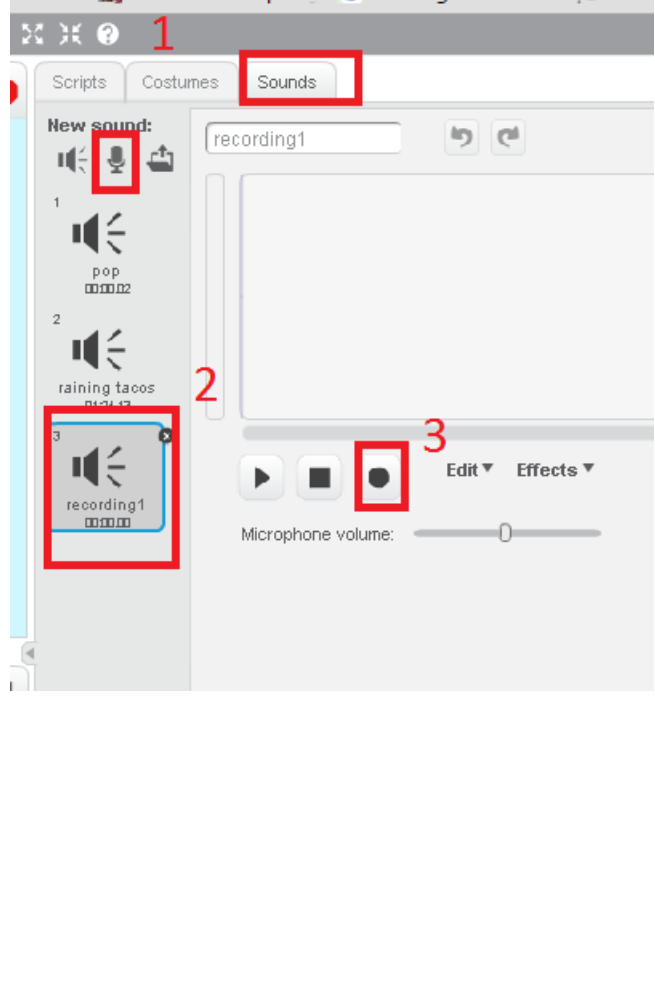
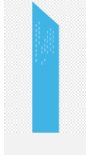



Here are the minimal components to this game. Add a singer or friends to your project.




Components

Music	https://www.youtube.com/watch?v=A3YmHZ9HMPS	It's raining tacos
		Upload mp3 audio file to any sprite And add this code to play the full recording length.

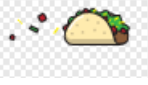
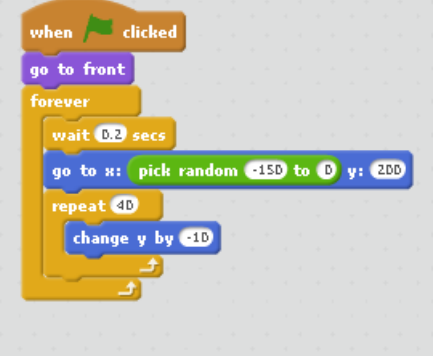



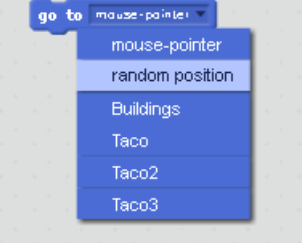
		<p>Or capture mp3 file by playing the youtube video on another browser tab.</p> <p>1 go to sounds tab And create a new recording by clicking on the microphone icon in the middle</p> <p>2. when the recording sound icon appears, go to the youtube source and start playing it</p> <p>3. click the record button for the duration of the audio, and click it a gain to stop recording, edit or add effects to audio track, as you like.</p>
		<p>Start building on far right side and scroll to the left of screen Until it is off the screen and repeat Change the building's costume to show movement over the city's skyline.</p>



	<pre> when clicked forever go to random position set x to 250 repeat 50 change x by -10 </pre>	<p>Similar to bldg. code</p> <p>What is different? Why?</p>
	<pre> when clicked go to front say Time To Fly! for 2 secs when up arrow key pressed change y by 10 when down arrow key pressed change y by -10 </pre>	<p>1st flying taco</p> <p>Use up and down arrows to make it fly higher or lower based upon those events</p>
	<pre> when clicked go to front forever go to x: pick random 0 to 165 y: 200 repeat 40 change y by -10 </pre>	<p>1st raining taco</p> <p>Start at front Start at the top of the screen(Y= 200) in a random position on the right of the screen</p> <p>Smallest X = 0(center of screen)</p> <p>And fall slowly to the ground</p>



		<p>2nd raining taco</p> <p>Start at front Start at the top of the screen (Y= 200) in a random position on the left of the screen</p> <p>(biggest X=0 is middle of screen)</p> <p>And fall slowly to the ground</p> <p>Now add a 0.2 second delay so it doesn't look like its duplicating the 1st falling taco.</p>
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		<p>To add interest to cloud movement.</p> <p>From MOVE palette pick Go to mouse pointer click on triangle and select Random position</p>
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Working version

<https://scratch.mit.edu/projects/113209970/#editor>

