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<u>Project Title:</u> ***A Knight's Quest: Castle of Curses*** **(Scratch 3.0 Game)**

Project overview *(Creativity & innovation)*

'A Knight's Quest: Castle of Curses' is a fantasy game made in Scratch 3.0. You play as the noble knight, Sir Gaten of Emberblade, who must rescue townspeople trapped inside a cursed castle. Ravenkeep Castle's creatures are under a spell: Sir Gaten's sword casts enchanted starbursts that **lift the curse** and **teleport** the creatures to a recovery vault. The goal is to reach **50 'cure' points** and unlock the ending scene where the townspeople are freed.

How to play *(Outcome & clarity)*

- **Arrow keys** move Sir Gaten; the **Space Bar** casts enchanted starbursts.
- Sir Gaten starts with an **Energy** level of **5**. If a cursed creature touches him, Energy decreases by 1 each time.
- **Win condition:** reach **50 'cure' points**.
- **Scoring:** Batzilla and Giga-Griff = +1, Sir Roast-A-Lot = +2, Count Scapula = +3.

How I built it *(Technique)*

I organised the game using Scratch **events** and **broadcast messages** to control the flow between the legend and start screens and gameplay. I used **variables** to track Energy, 'cure' points, and difficulty. The cursed creatures are created using **clones**: each creature sprite runs a loop that waits a random time and then **creates a clone**, so that the castle feels active and unpredictable without needing lots of duplicate sprites.

Each clone uses **movement scripts** and Scratch **sensing** blocks (e.g. '*touching*') to check collisions. If a creature clone is touching a starburst, it plays a sound, adds the correct points, and the clone disappears ('teleport' effect). If a creature clone is touching Sir Gaten, it triggers an Energy-loss event (coded as 'Lose a life!').

To increase challenge, I added difficulty scaling with a **GameSpeed variable** that rises as the score increases, therefore creature movement becomes faster as you progress.

Art and audio *(Artistic)*

I used Scratch library **sprites**, **costumes**, and **backdrops** which I adapted to create the castle world. I made the creatures feel animated by switching costumes. I used music and different **sound effects** so that starbursts and the creatures are easy to recognise

during play. I also imported Minecraft Villager images for use on my end screen (Minecraft / Mojang Studios).

Testing, improvements, and next steps *(Effort & motivation)*

I built the project in stages and tested repeatedly after each change. One tricky part was controlling sprite direction: I originally tried full 4-direction facing for the knight, but Sir Gaten looked like he was spinning. Therefore, I redesigned his movement so that he faces left/right and jumps, which looks much smoother and clearer. My friend and keen gamer, Luca (*@BallytheShark*), helped by playtesting and giving valuable feedback at different stages.

In a future version, I would make further adjustments so that the **fireworks effect** will trigger each time a cursed creature is teleported, and I would add a **volume** or **mute control** for audio.

Link to Scratch game: https://scratch.mit.edu/projects/1281335221/

Link to Google Drive Video:
https://drive.google.com/file/d/1xRfl2h0u3FJFIwlkKMS9sYuXlTOghWxM/view