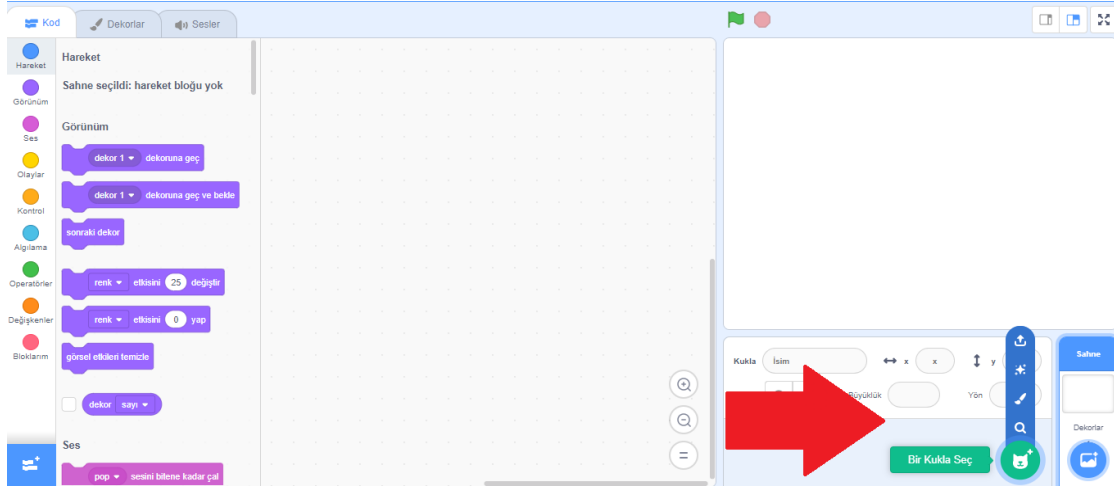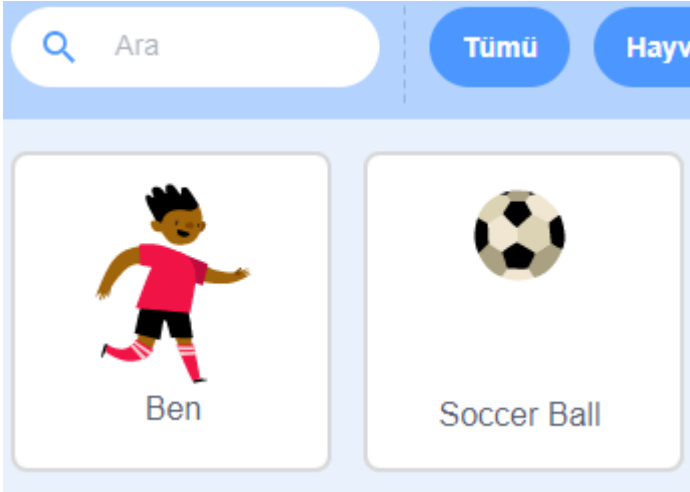# Football Game with Ben

First, let's get our puppets.

In this activity, we have two puppets: one is named "Ben," and the other is "Soccer Ball." After that, we select the "Soccer 2" set from the decorations.

After selecting our puppets and set, we first set Ben's height to 75 and Soccer Ball's height to 60. Then, to ensure that our application starts from the same position each time, we adjust the positions of Ben and Soccer Ball.

According to this, the optimal positions would be x:-189, y:-45 for Ben and x:0, y:-85 for Soccer Ball.
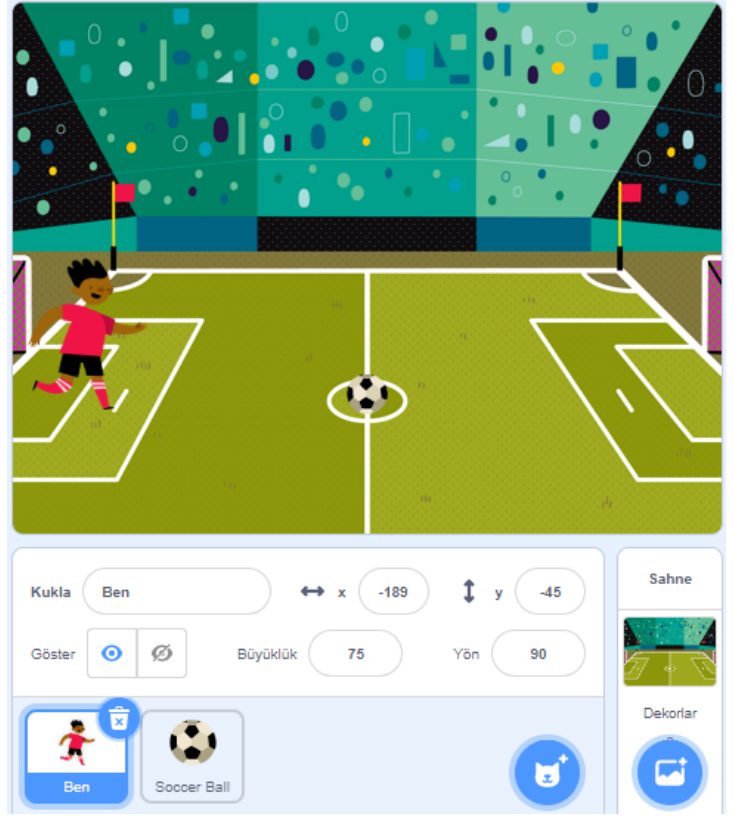

After setting up our screen, we can move on to coding.

Let's start with our puppet Ben. In the events section, after grabbing the "When Flag Clicked" command, we add motion commands to set the initial position. Then, to make Ben move towards the ball, we use the "forever" block from the control section and the "go to x: 0 y: -85" command from the motion section to make it move 10 steps.
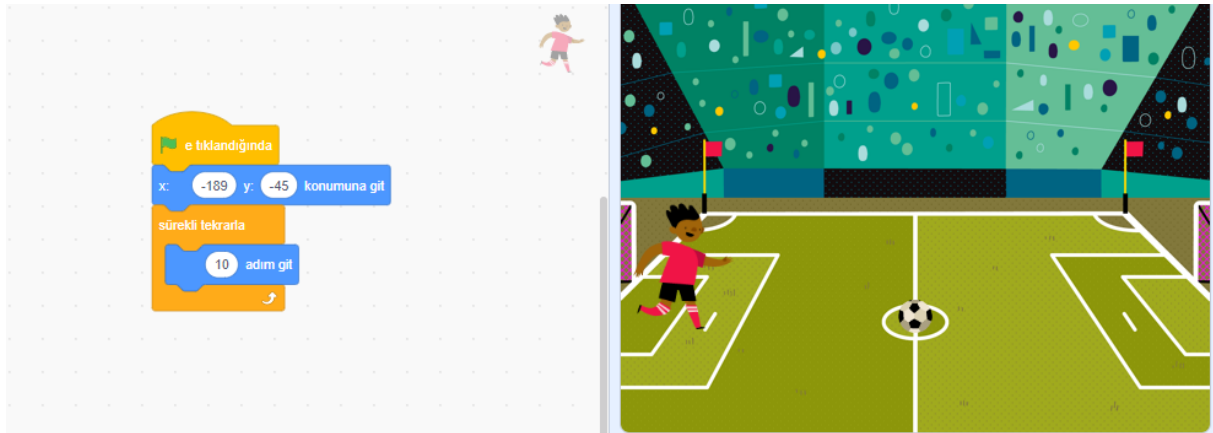
However, after adding these commands, we observe that our puppet Ben passes the ball and continues forward.
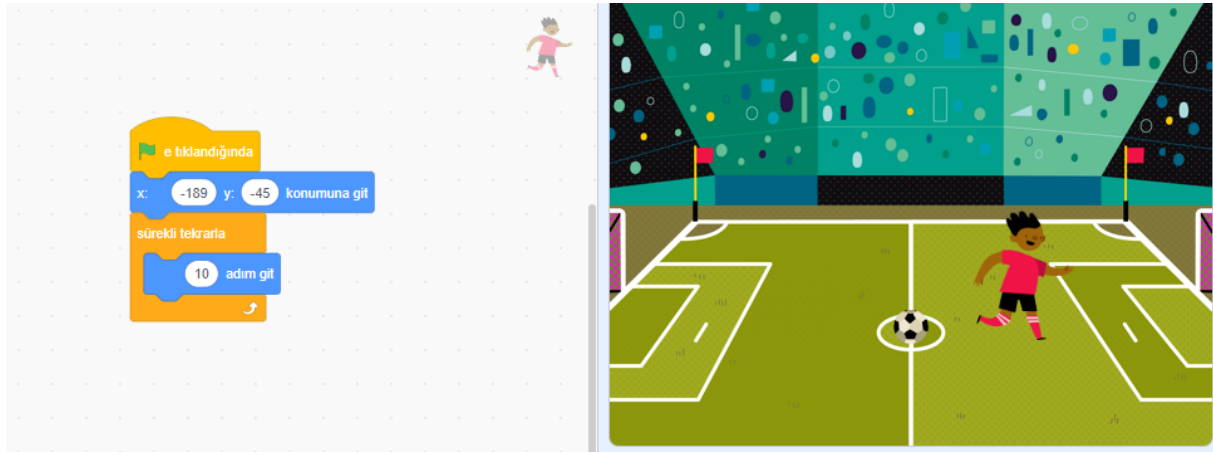

To fix this, we need to add an "If" block from the control section, followed by the "Touching Soccer Ball?" command from the sensing section.
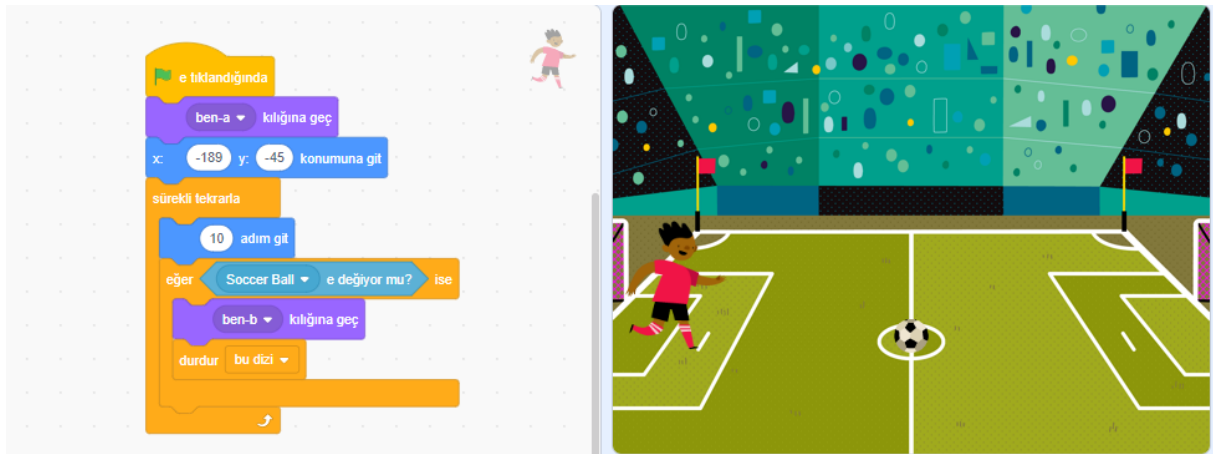

This allows our puppet to understand when it touches the ball, enabling it to take a shot. We also need to add the "stop all" command to stop the script after kicking the ball. Here, we switch our puppet to the 'b' costume for kicking, so we add the command to switch back to the 'a' costume at the beginning. The reason for adding this command to the beginning is to ensure that it goes into a running position every time we start the application. After this, we need to announce that the ball has been kicked. For this, we create a new broadcast message in the events section, name it "Shot," and place our code inside the "If" block to broadcast this message when it detects that it touched the ball.

We'll leave the code for our puppet Ben for now and start writing the code for Soccer Ball.
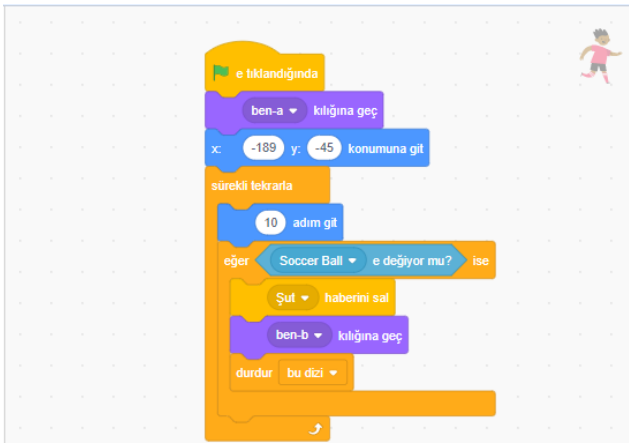
When our Soccer Ball receives the "Shot" message, we want it to move towards the goal. Additionally, every time we click the flag, we want it to be positioned as the football. First, in the events section, we set its initial position, and then when it receives the "Shot" message, we use the "forever" block from the control section and the "go 10 steps" block from the motion section to make it move towards the goal.
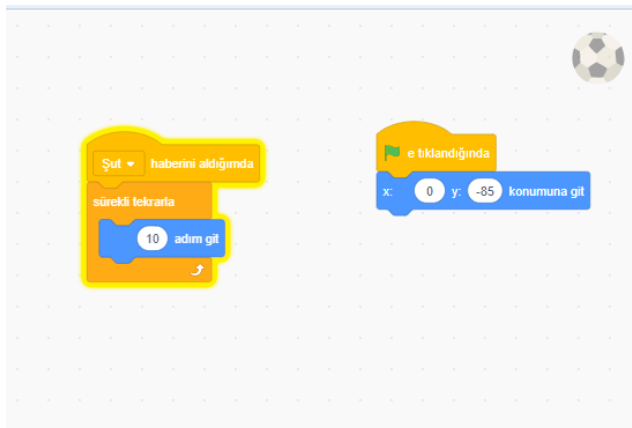
After this part, we want to use an "If" block in Soccer Ball's code to detect if it touches the side, and if it does, we want it to broadcast the goal message to our puppet Ben.
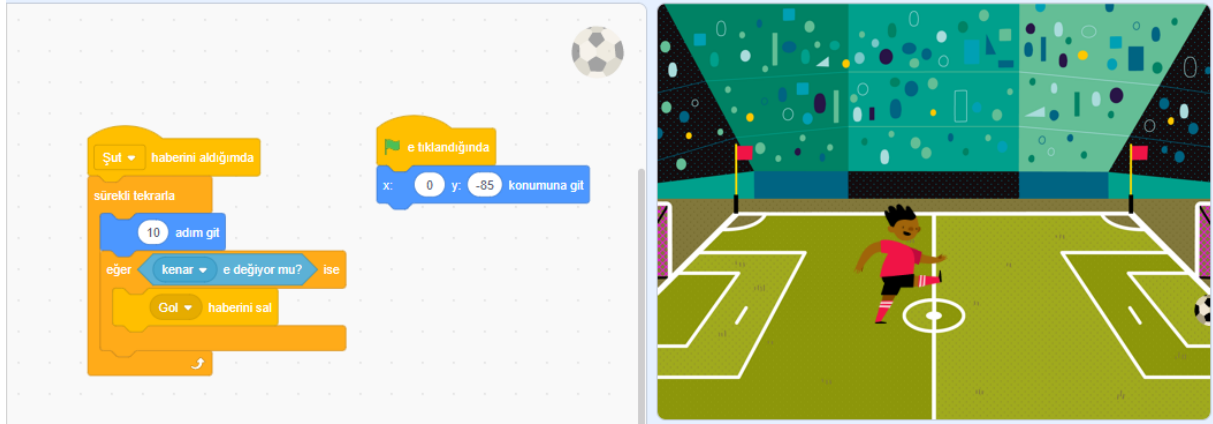
To make our puppet Ben celebrate after receiving the goal message, we first add the "switch to costume d" block and then add the "say 'Goal'" block for 2 seconds to express the celebration.