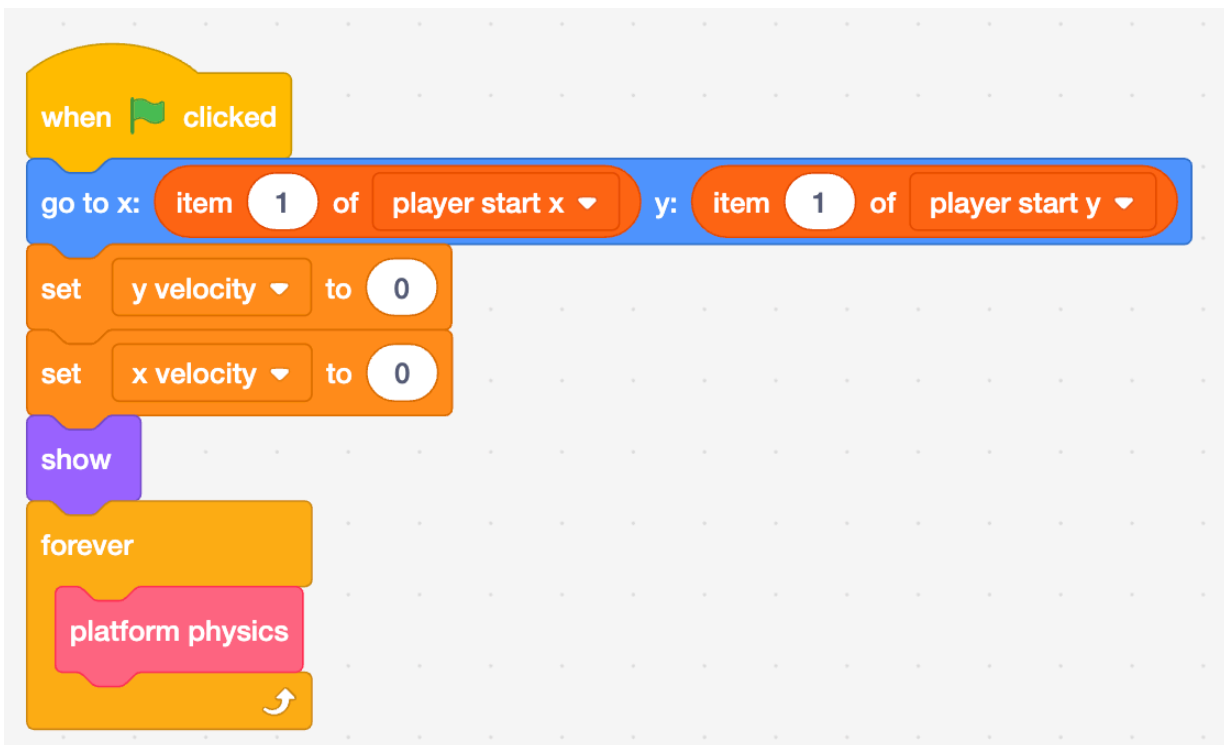


Getting costumes and background to change for a new level

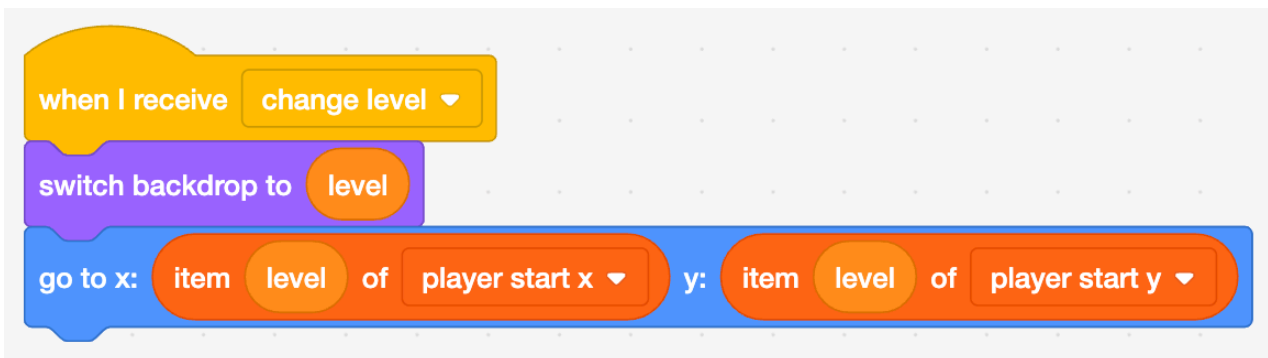


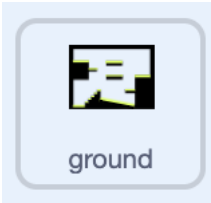
Player sprite

In the Player sprite add the blue **go to** block to these blocks at the top of your code to make sure the Player starts in the right position at the start of the game



Then add these blocks to set the new background and new starting position whenever the player sprite receives a **change level** broadcast message (we'll define this in the **Goal sprite**).





Ground sprite

Add this code to the Ground sprite so that it changes costume for each new level.

A screenshot of a Scratch code editor showing two scripts for a Ground sprite. The first script is triggered by a green flag click and contains three blocks: 'go to x: 0 y: 0', 'switch costume to level', and 'show'. The second script is triggered by a 'change level' message and contains one block: 'switch costume to level'.

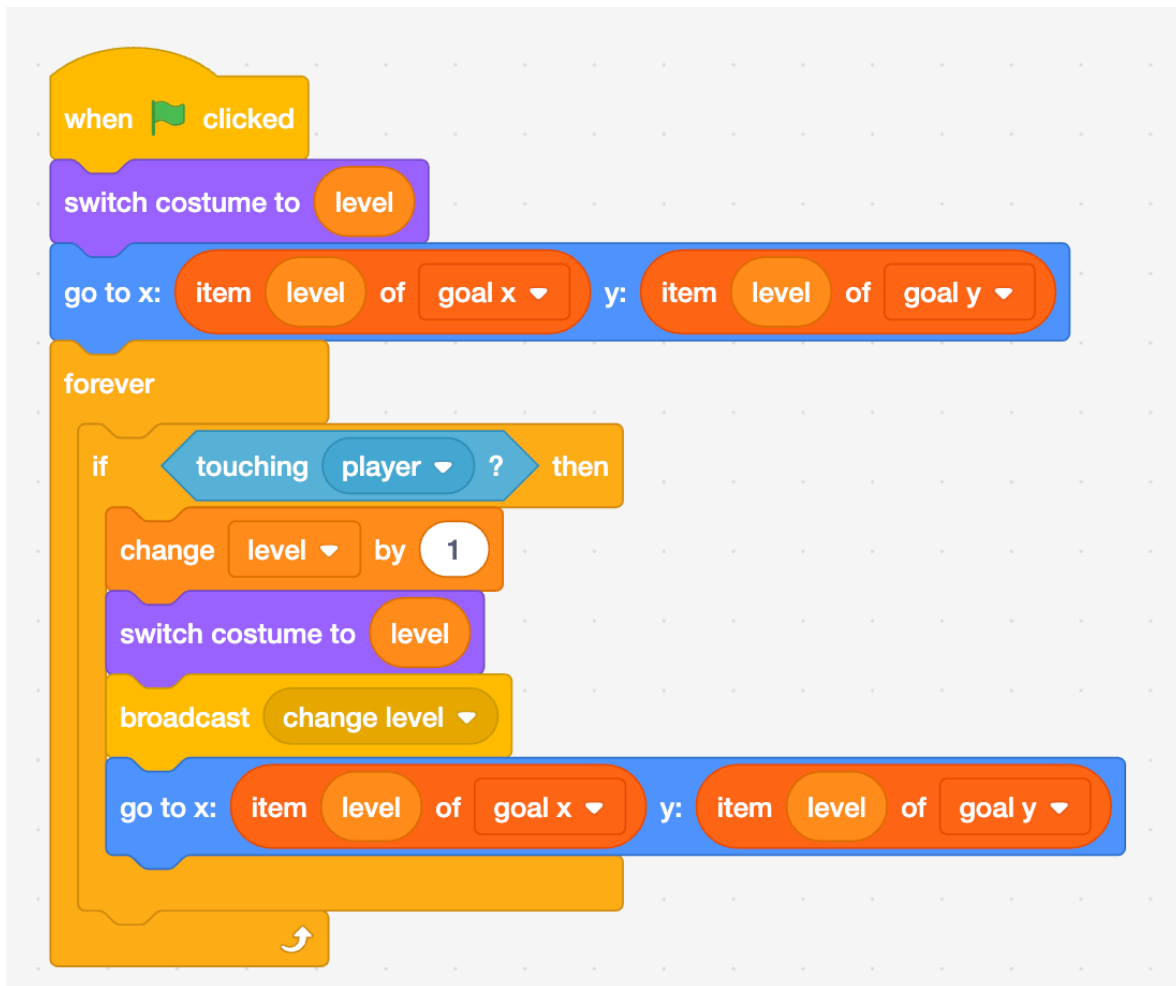
```
when green flag clicked
  go to x: 0 y: 0
  switch costume to level
  show

when I receive change level
  switch costume to level
```



Goal sprite

Add this code to send set the costume to the Level 1 costume at the start of the game then, when the Player sprite touches it, increase the level, switch to its next costume and starting position and send out a **change level** broadcast message to the other sprites.



Dangers and Collectible Items

Can you reuse the code from the Goal and Player sprites to create code that

- for the Collectible Items
 - Sets the starting costume and position when the Green flag is clicked
 - Adds a point to the score when the **player** sprite touches it
 - Changes its costume and starting position to match the new level when it receives a **change level** message
- for the Danger Items
 - Sets the starting costume and position when the Green flag is clicked
 - Subtracts a point from the score when the **player** sprite touches it
 - Changes its costume and starting position to match the new level when it receives a **change level** message