# Help Harry find the Spell Book!

Harry Potter has to make his way through Hogwarts School of Witchcraft and Wizardry in order to find a hidden spell book. But the castle is full of monsters and he can't do it without your help!

Type this into the browser address bar and press the Enter key to start:
bit.ly/WeeWriteHP

Click on the **Green flag** at the top left of the window that shows Harry in a corridor at Hogwarts. This will start the game.

Now use the **left** and **right arrow keys** on the keyboard to make Harry move across the screen.
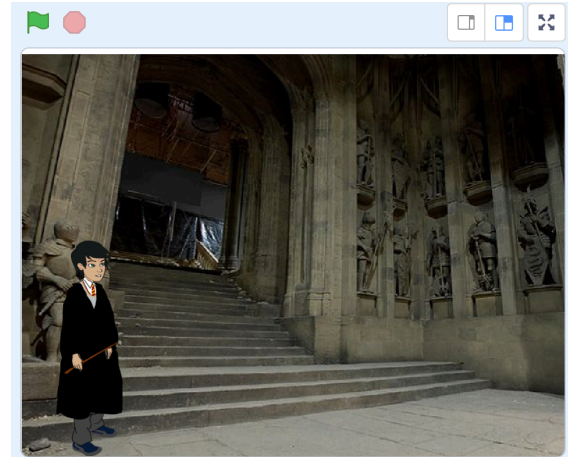
Harry and the other characters and objects with small icons at the bottom of the screen are called **sprites** in Scratch.

What's going on?

You've probably realised that Harry has two problems here:

•   A ghost appears and moves towards him, ending the game if it catches him

•   He doesn't move when you press the arrow keys so he can't escape!

This is because the the code of the game has **several instructions missing.** But don't worry: you're going to fix it and get Harry out of trouble.
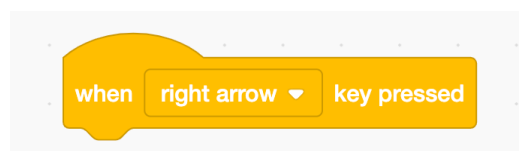
Get Harry moving

Click on the small square icon of Harry in the pale blue box at the bottom of the Scratch window.
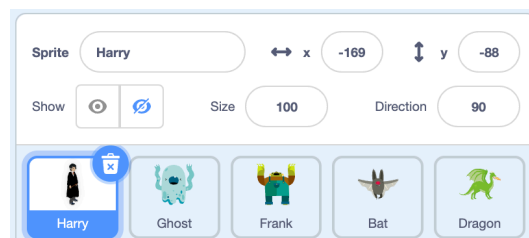
Now look at the middle of the screen and find this curved yellow block:
It tells Scratch to look out for someone pressing the **right arrow** key on the keyboard.

In Scratch a **costume** gives a sprite a different appearance by changing the picture of the character. Switching to a picture of them standing in a different position makes them seem to move. This is just like in a cartoon on TV.

Next, click on the blue circle on the very left of the screen that says Motion. At the top there should be a block that says "**move 10 steps**".
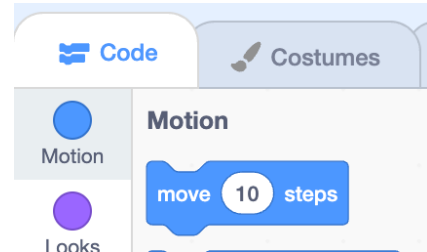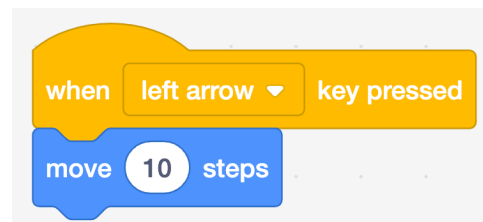
Click on this block and drag it into the middle of the screen until it's just under the yellow block. Let go and it should click into place.
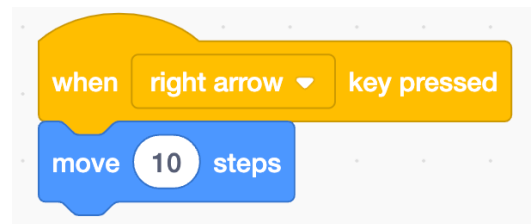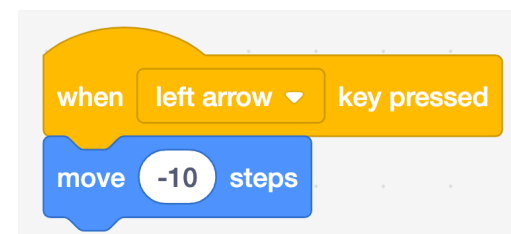
Now find this curved yellow block in the middle of the screen.

Drag another blue move 10 steps block in from the list of blocks on the left and let it go just under the yellow block.

Finally, click in the white space just before the number 10 and type in a **minus** sign (-). This will make Harry move back to the left side of the screen when you press the left arrow key.

Now click the green flag to start the game again and use the arrow keys to see if you can escape the ghost.

Spell casting

It's pretty tricky for Harry to escape the ghost because the **Ghost sprite's** code tells it to move directly towards Harry. This seems a bit unfair, so let's add some code so he can cast a spell to make any enemy he meets **vanish** when the **Space** key is pressed.
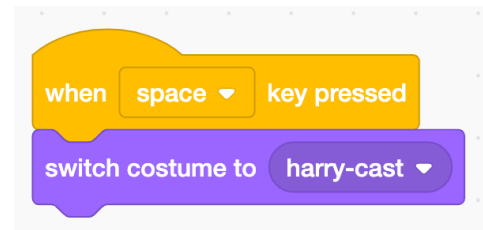
Find this yellow block in the middle of the screen, below the code you just added to make Harry move left and right:
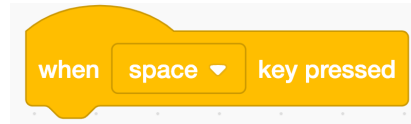
Now click on the purple circle on the left of the screen that says **Looks** under it.
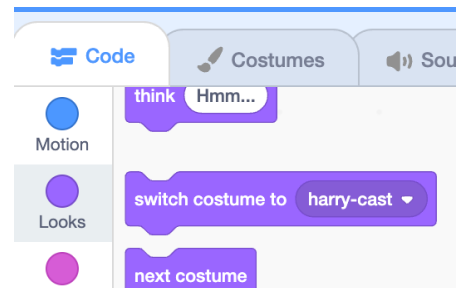
Click the purple block that says **switch costume to harry-cast** and drag it under the yellow **when space key** pressed block.

Now click the green flag again and press the **space** key to see what happens.

You should have seen Harry raise his wand, as if he's casting a spell. This is because the purple **switch costume** block changed the Harry sprite's Scratch **costume**.

Click on the **Costumes tab** at the top left of the screen and you'll see that there are **three costumes**.
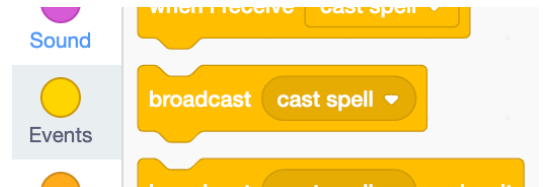
In the third costume **harry-cast**, you'll see that he's raised his wand. This is the costume we've switched to show when you press the **space** key.
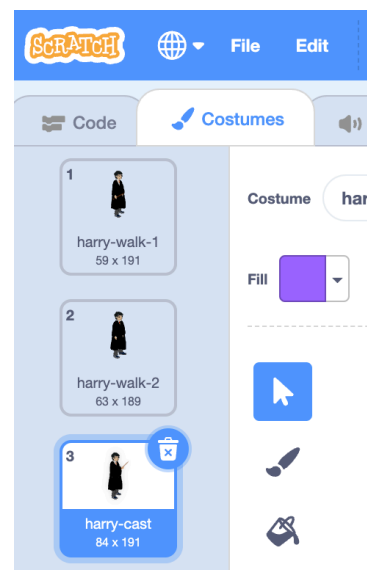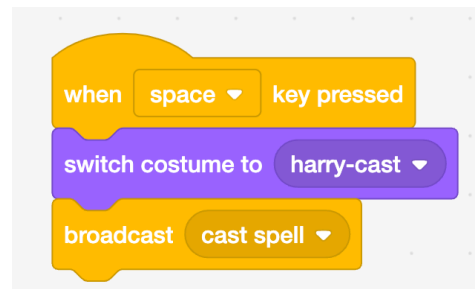
Now click on the **Code tab**, on the left of the **Costumes tab**. This will let us see the Harry sprite's code again.
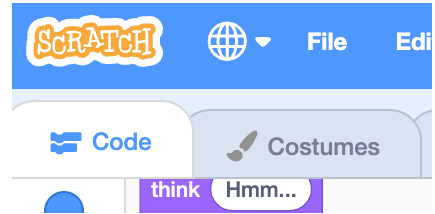
Next, click on the bright yellow Events dot and find the block that says **broadcast cast spell**.

Drag it under the code to change Harry's costume so that you now have this:

This will tell any enemy sprite in the scene that the spell is being cast.

Now, we need to get Harry to say the magic word of the vanishing spell *Evanesco!* To do this, click on the purple Looks dot again and find the block that says **say "Hello" for 2 seconds.**
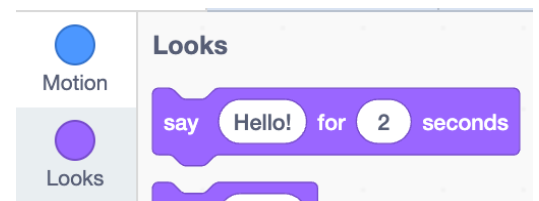
Drag it over to fit under the broadcast cast spell block then click in the space where it says "Hello!" and **type in** *Evanesco!* instead.
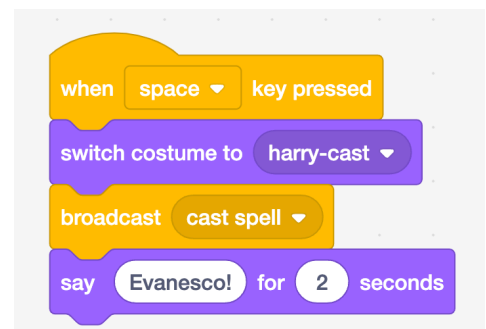
Finally, drag in another switch costume to block and use the drop-down menu to choose the harry-walk-1 costume. This will return Harry to his normal walking costume with his hand at his side.
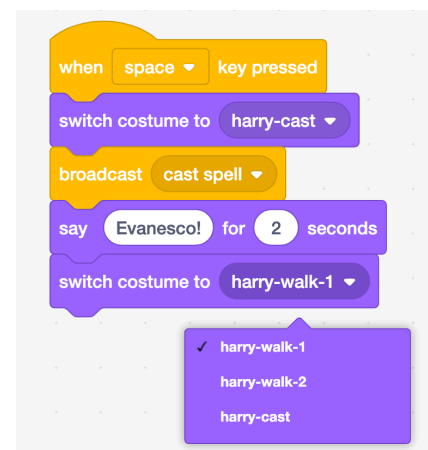
Sound Effects

No computer game is complete without sound effects, so let's add some to ours.

Click on the small square icon of Ghost in the pale blue box at the bottom of the Scratch window.
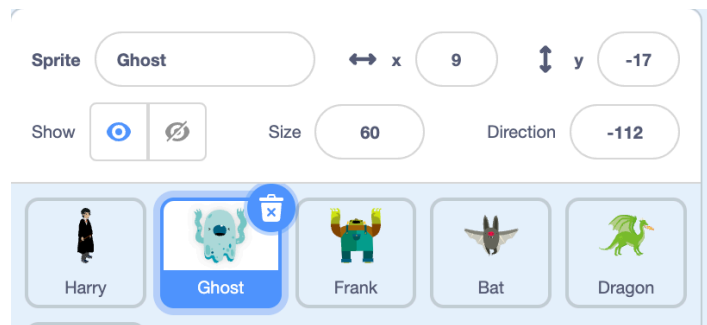
In the code panel in the middle of the screen you'll see the following instructions:

This tells the **Ghost** sprite to hide in a random position at the start of the game. Then after 1 second become visible and start moving towards Harry.
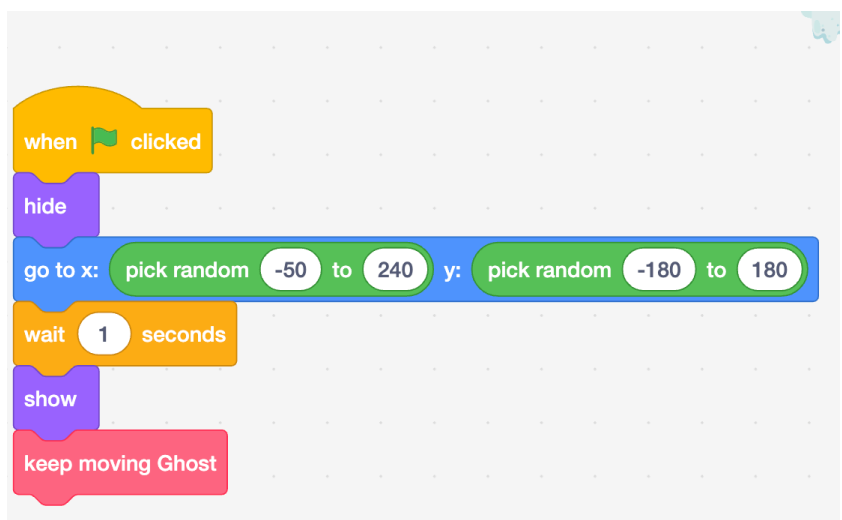
First, click on the red **keep moving Ghost** block and drag it **down** a bit so that it's detached from the rest of the code blocks.
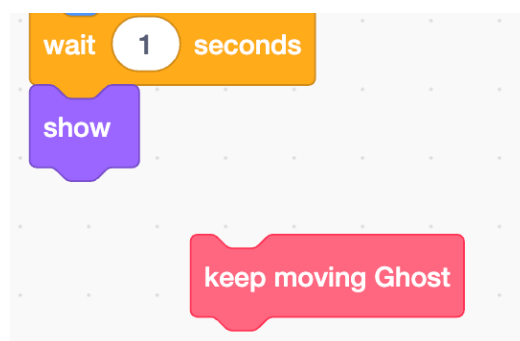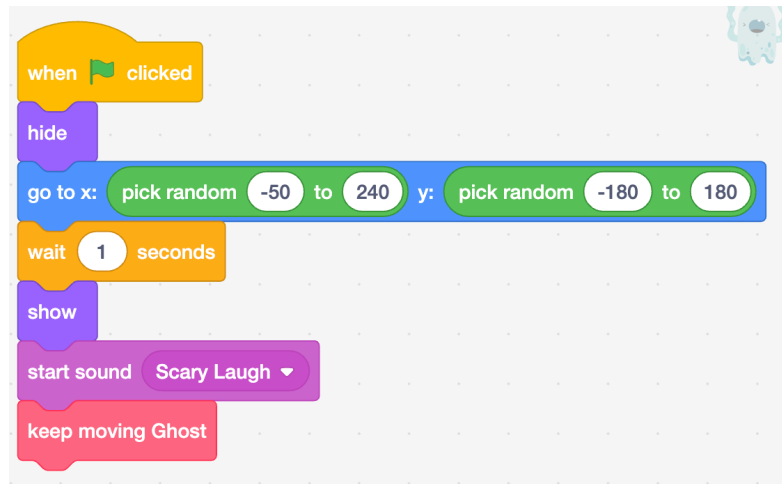
Now click on the pink circle that says **Sound** and find this block:
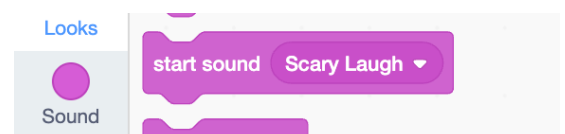
Drag in over to fit underneath the purple Show block, then fit the red **keep moving Ghost** block back in at the bottom.

This will make the **Ghost** give a deranged, terrifying laugh as it heads towards Harry!
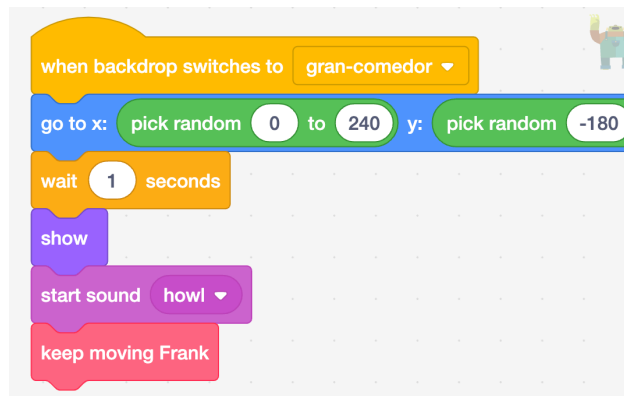
Now you can do the same thing in the other sprites to add sound-effects to the monsters in the other scenes of the game.
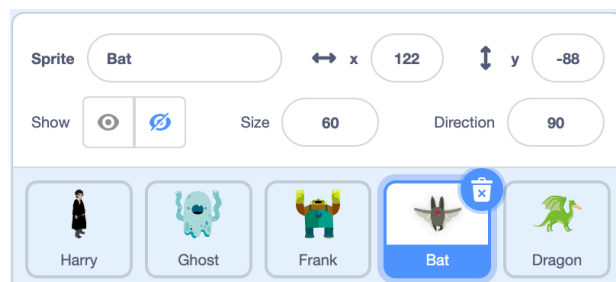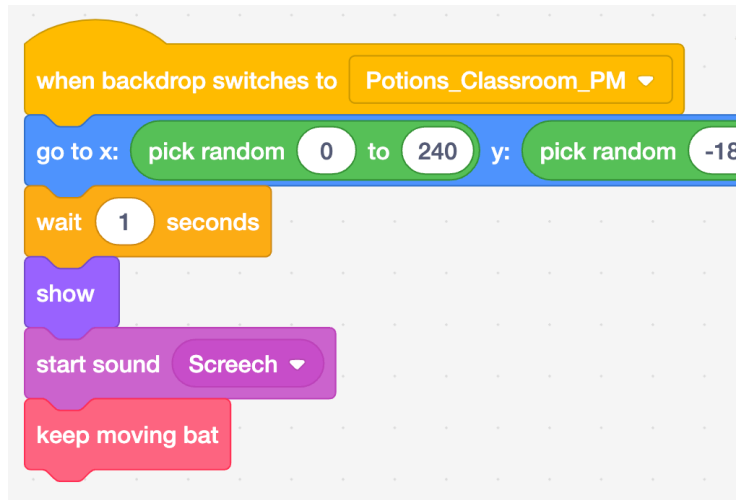
Click on the **Frank** sprite
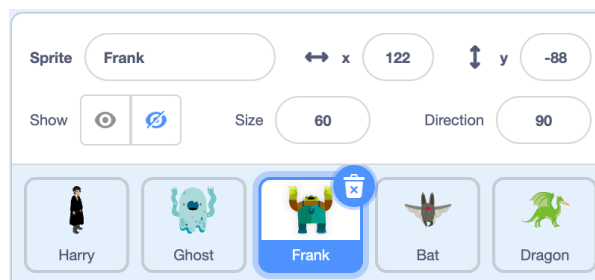
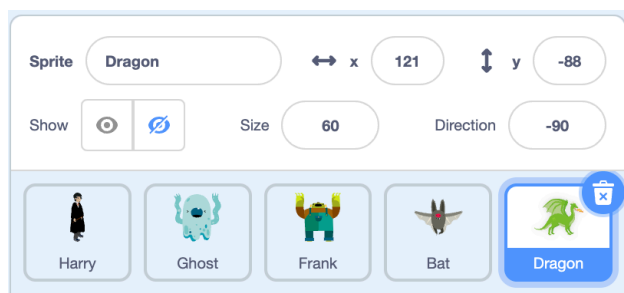Now add a pink **start sound howl** block just above the red **keep moving Frank** block.
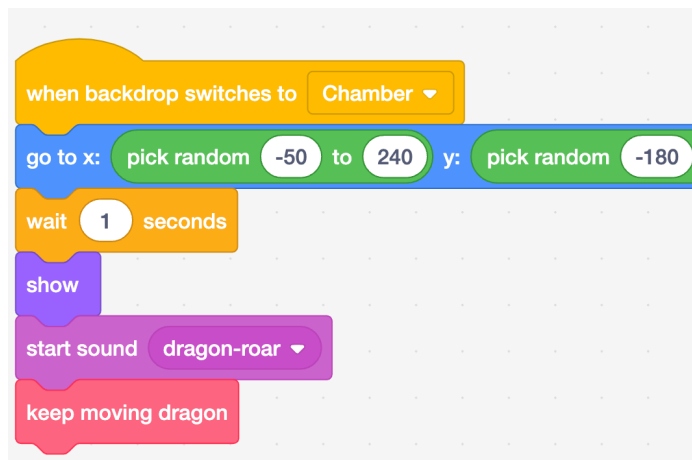
Next, click on the **Bat** sprite

Now add a pink **start sound screech** block just above the red **keep moving Bat** block.

Finally, click on the **Dragon** sprite

Now add a pink **start sound screech** block just above the red **keep moving Bat** block.

Now play your game!

Your game is now ready to play! Using your game-playing and spell-casting skills, guide Harry through the castle to get the spell book he needs.