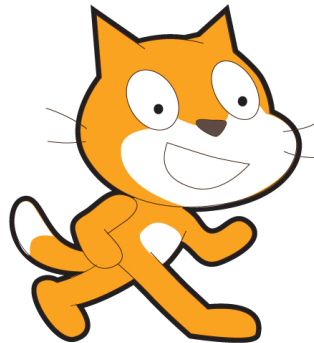# Let's Create a Game

SCRATCH

Useful Blocks for Games

- Like the other genres we've already explored, games provide numerous opportunities to explore a variety of computational concepts and skills.

- Here are some blocks that are frequently useful in games.

- Touching
  - See if two sprites are touching or if a sprite is touching a color

  touching ▼ ?
  touching color ☐ ?
  color ☐ is touching ☐ ?

- Visibility
  - Make a sprite appear or disappear

  show
  hide

Useful Blocks for Games

- Random
  - Get a computer-generated number from within a specified range

    pick random 1 to 10

- Timing
  - Have the computer keep track of time for you

    reset timer

    timer

- Strings
  - Test, access, and change words and sentences

    ☐ = ☐

    join hello world

    letter 1 of world

    length of world

- Variables
  - Store a number or string in a container to access later

    ☑ score

    set score to 0

    change score by 1

    show variable score

    hide variable score

Useful Blocks for Games

- Compare
  - Compare values to help make decisions within your game

- Key Press
  - Make a sprite respond when different keys are pressed