

My First Project

Spark Game

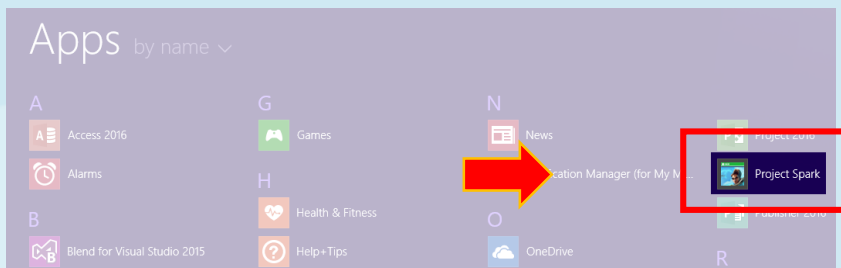
Learn Project Spark Basics

Card 3 of 7

I am learning: **Project Spark Game Programming**



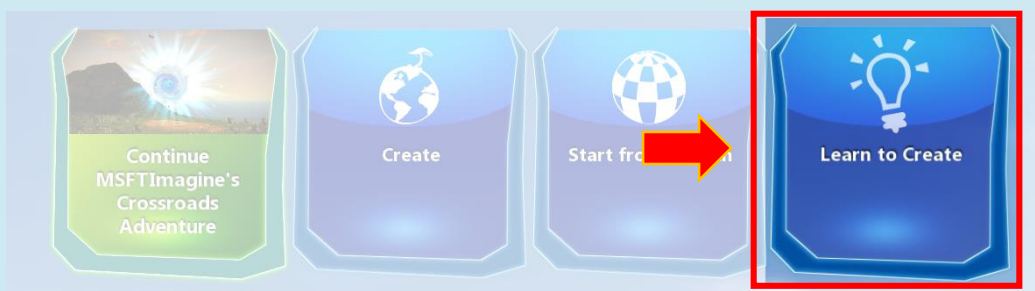
1. Click on the **Project Spark** icon in the Windows apps area to start Project Spark on a Windows PC.



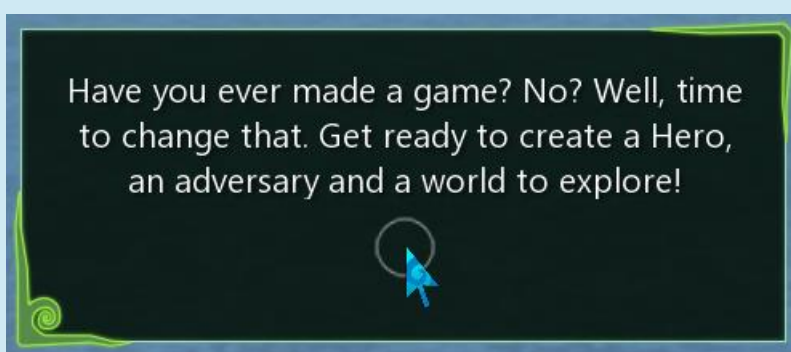
2. Click on **Create** once you get to the main menu.



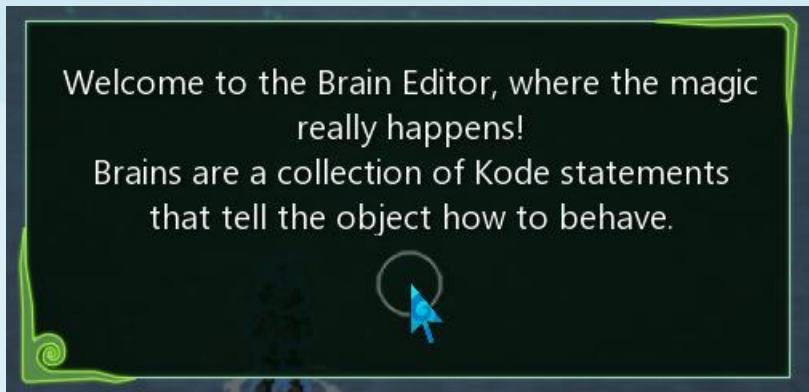
3. Click on **Learn to Create** to follow a guided tutorial on how to use Project Spark's toolset.



4. Follow the prompts onscreen and click on the highlighted parts of the menus when asked.



5. **Pay special attention to the Brain Editor, this is where you'll do your programming.** Any Project Spark object with a Brain can be programmed to do all sort of interesting things!



6. **Make a hero and program** the controls as instructed.
7. **Make an enemy and program** the enemy brain as instructed.
8. **Change the terrain** using the sculpting tools and brush as instructed.
9. **Add coins** to the world that the hero can pick up as instructed.
10. **Add a flag** to the world and program it to end the game as instructed.

Congratulations! Now you've learned a little about how to program with Kode tiles in Project Spark!

