

My First Project Spark Game

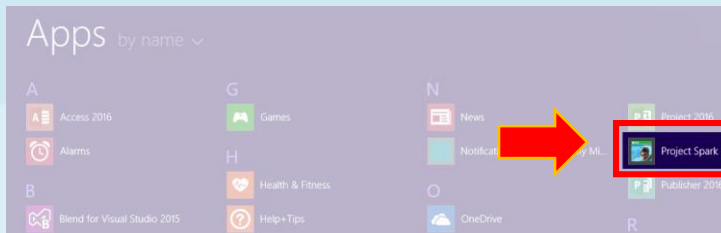
Create Items from Breakable Objects

Card 6 of 7

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



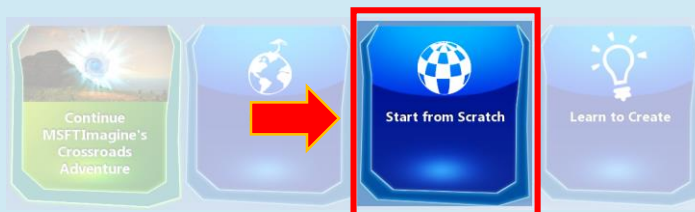
1. Click on the **Project Spark** icon in the Windows apps area to start Project Spark on a Windows PC.



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



3. Click on **Start from Scratch** to start a blank game world.



4. Follow the prompts onscreen and click on the highlighted parts of the menus when asked.
5. Click on and select **Prop mode**.



6. Click on the **Prop mode** arrow and select **Edit**.



7. Click on the up arrow and open the **Prop Gallery**.



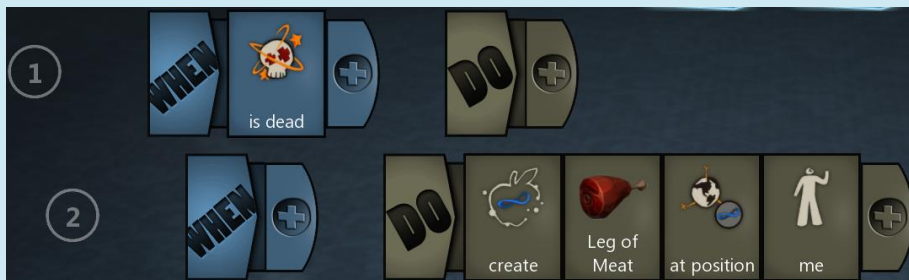
8. Select a breakable object like a crate, box, or pot, and then **place it near the character in the world.**
9. Click on that object and open the **Brain.**
10. Click on the **+** sign in the **WHEN** section and then **click on the Combat** folder.
11. Click on the **Is Dead** tile to add it to the first line of code.



12. Click on the 2nd line of code and indent it once under the first line of code.



13. Click on the **+** sign in the **DO** section of this indented 2nd line, **click the Create folder**, and chose the **Create** tile.
14. Click on the **+** sign in the **DO** section of the 2nd line again, **click the Objects folder**, and then choose the **Gallery Picker**.
15. Select a **food item** like an apple or leg of meat to add this code to the 2nd line.
16. Click on the **+** sign in the **DO** section of the 2nd line, **click on the Modifiers folder**, and then choose the **At Position** tile.
17. Click on the **+** sign in the **DO** section of the 2nd line, **click on the Objects folder**, and then choose the **Me** tile.
18. **Your overall code will look similar to this** – interact with the object after breaking it out of the container!



Congratulations! Now you can add breakable objects that drop items to your game!

