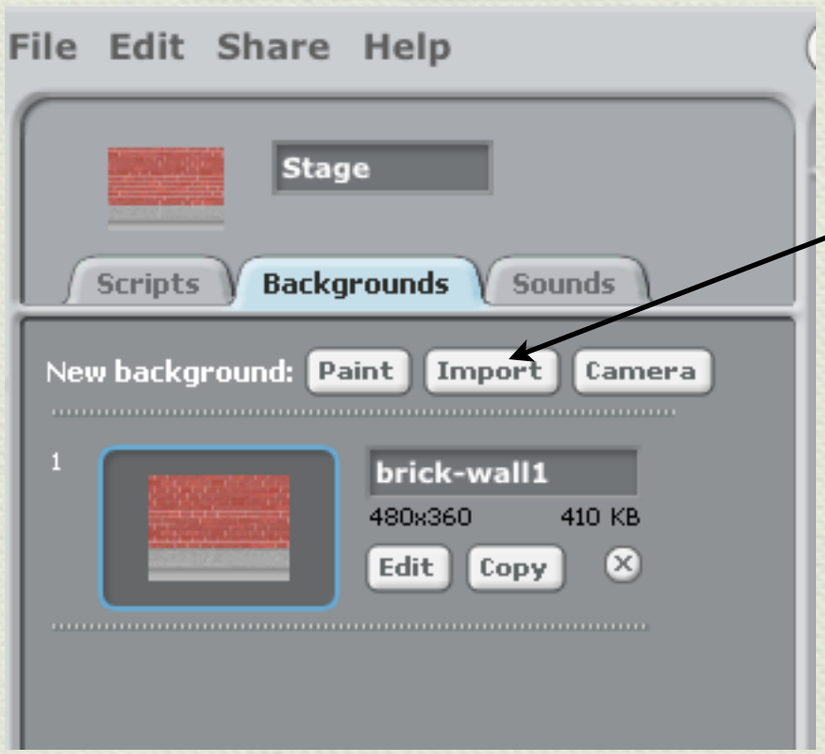
Break Out

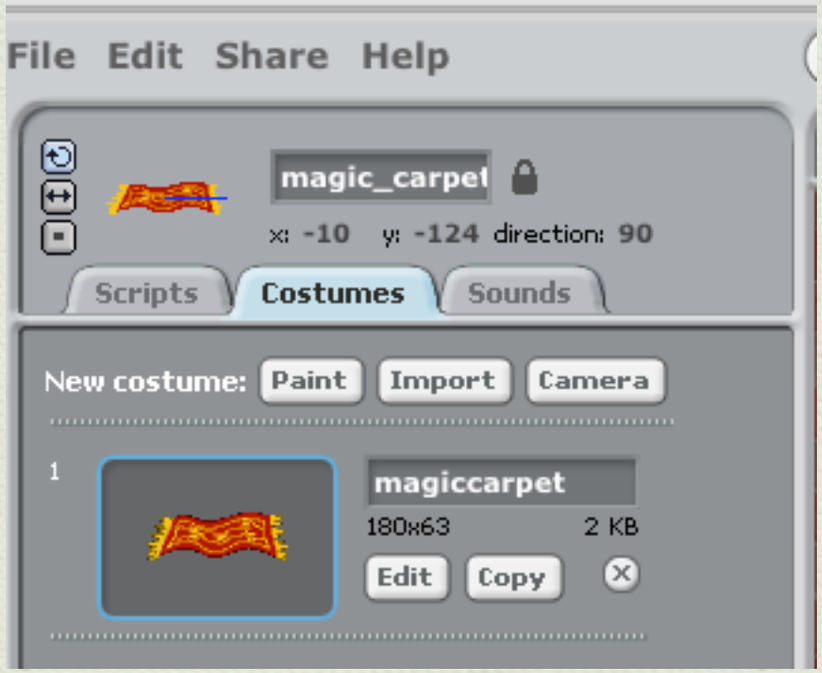
part one...

Set a Background

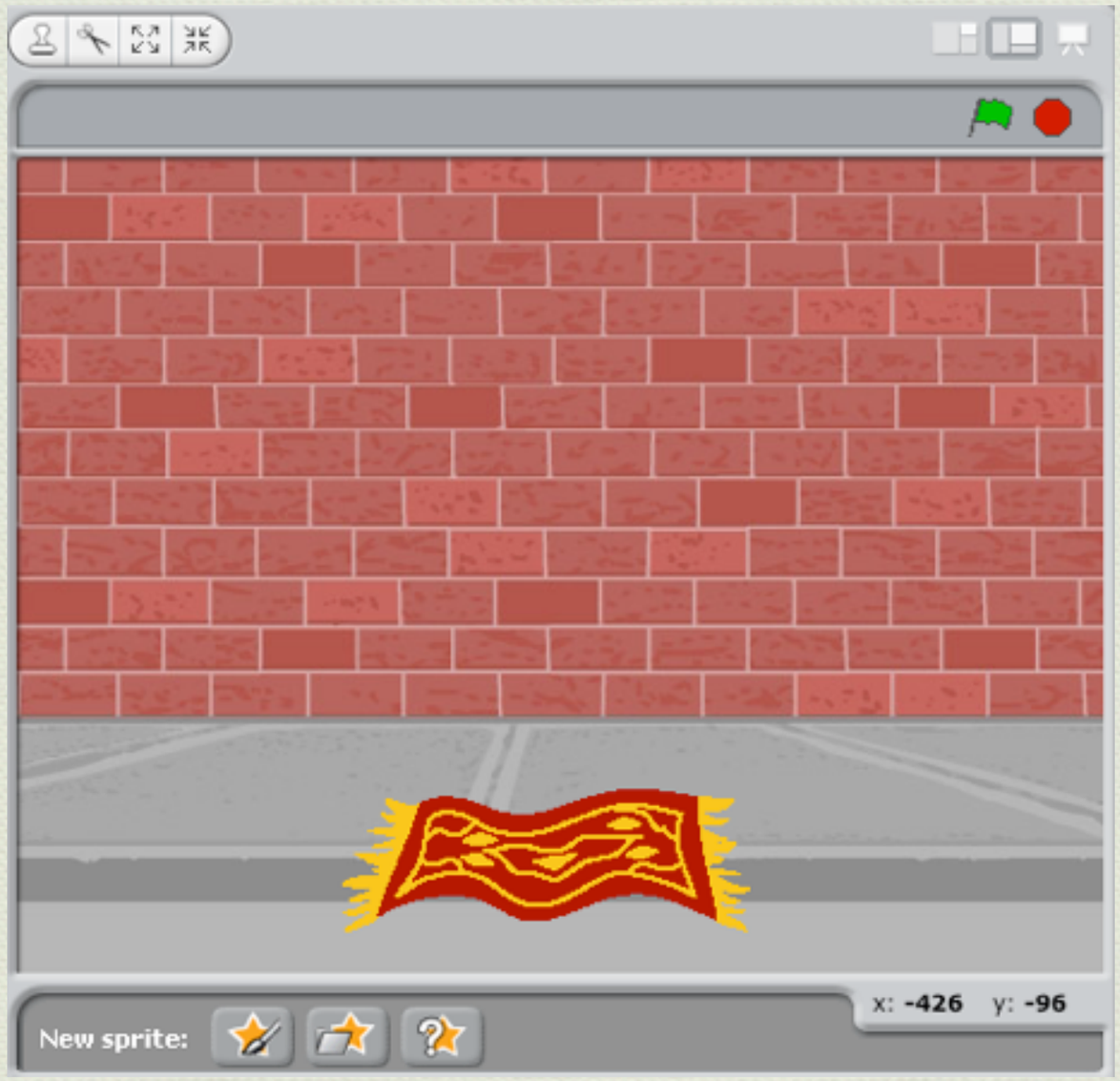


Import

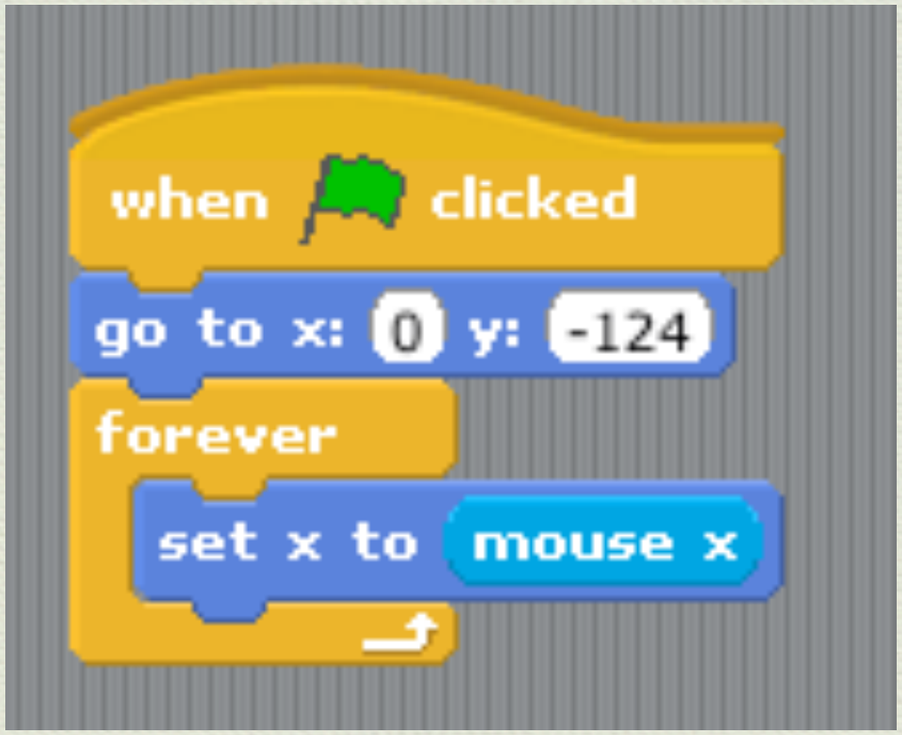
Add and name a Sprite



Set a start position

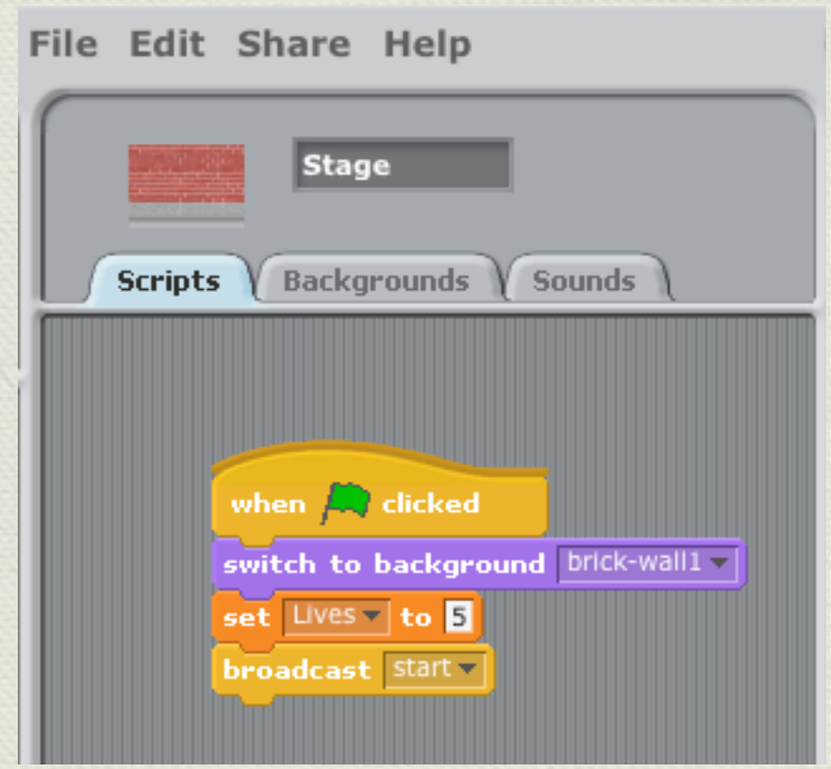


Make it follow your mouse

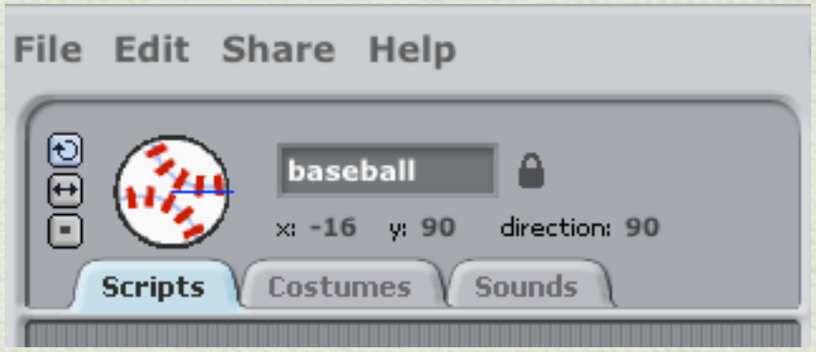


Create a Variable

Do some set up

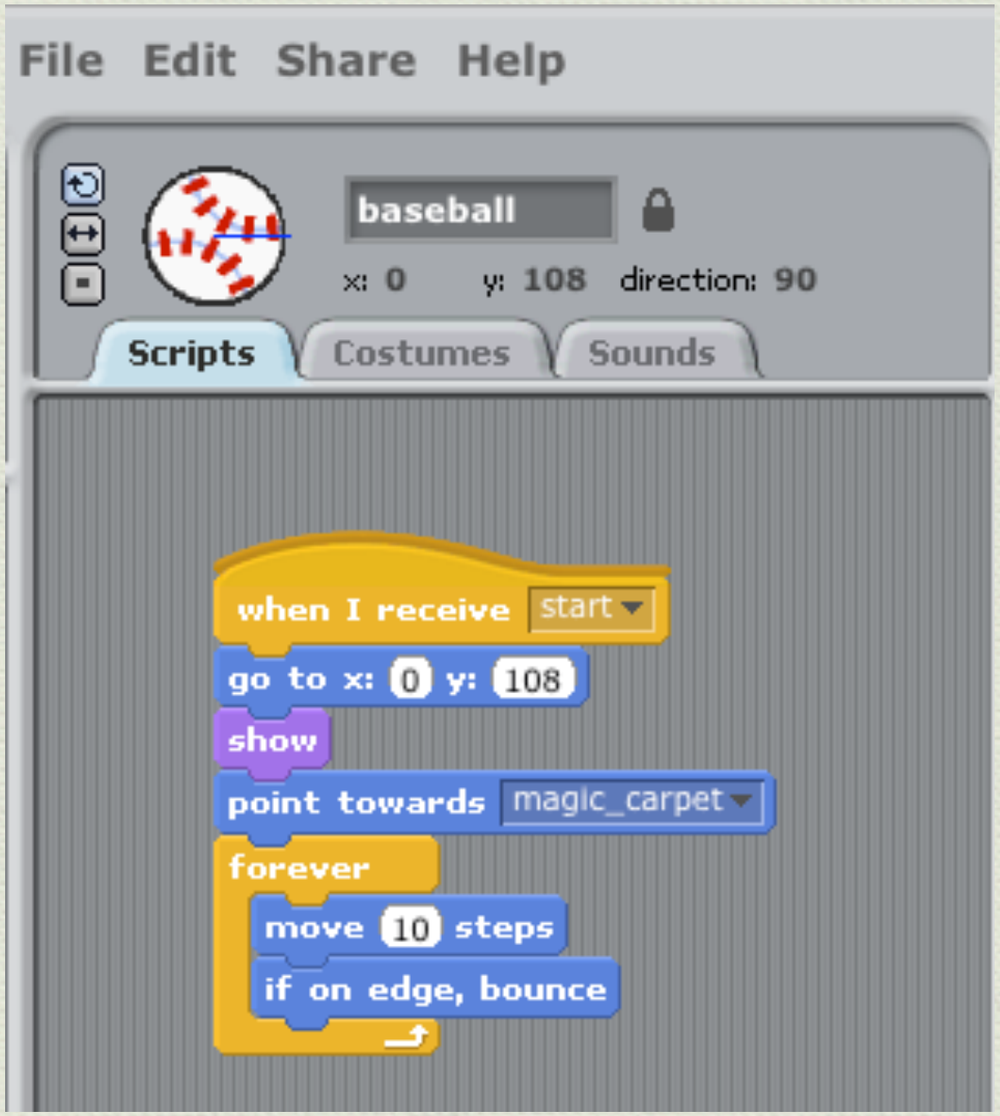


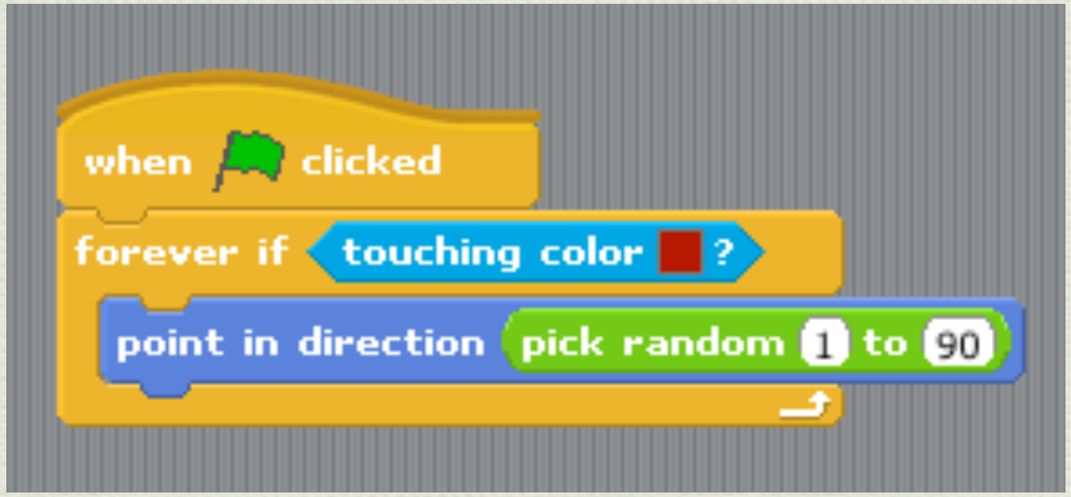
Create and name
a new Sprite



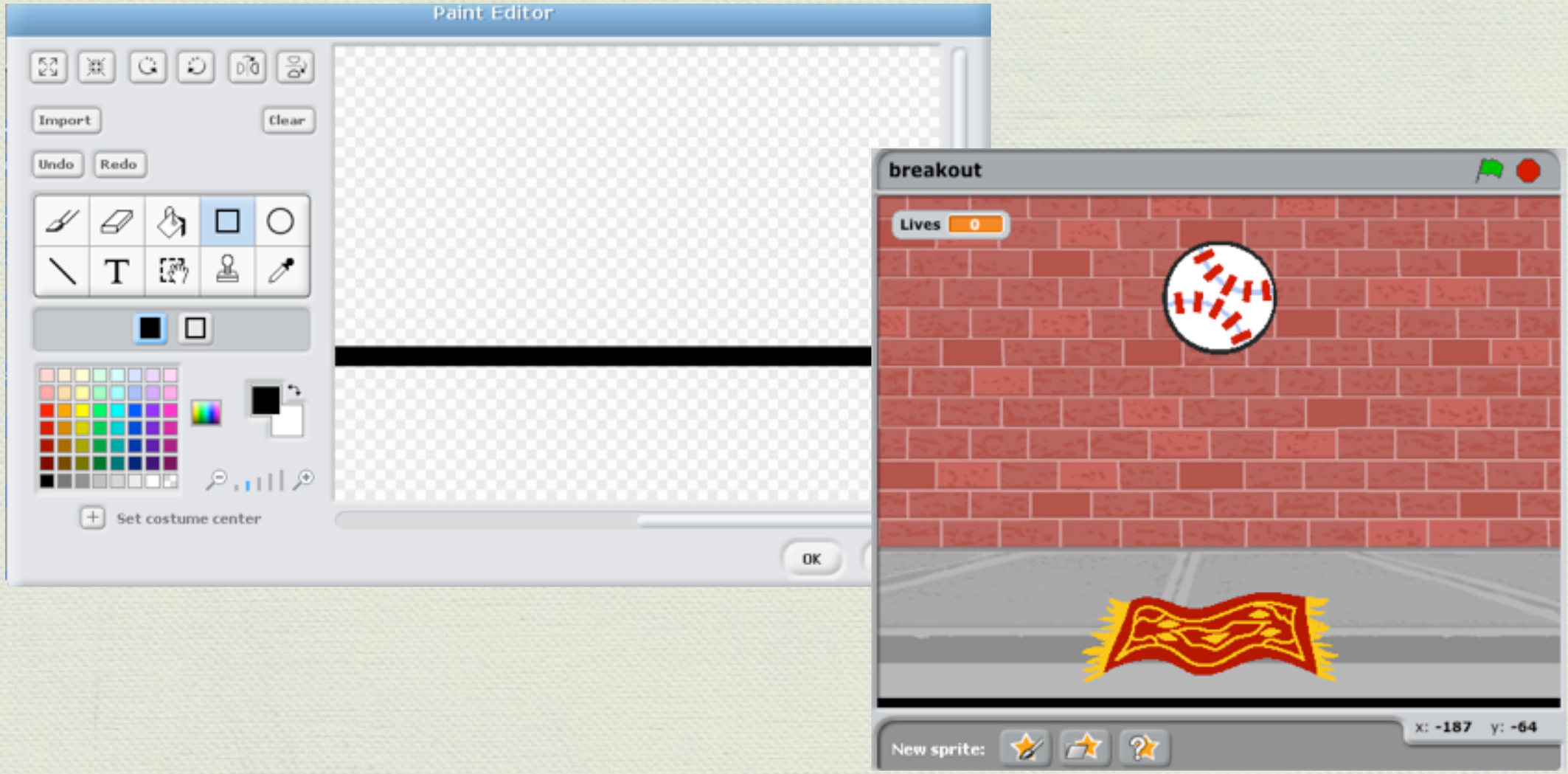
Do some more set up

Add some movement

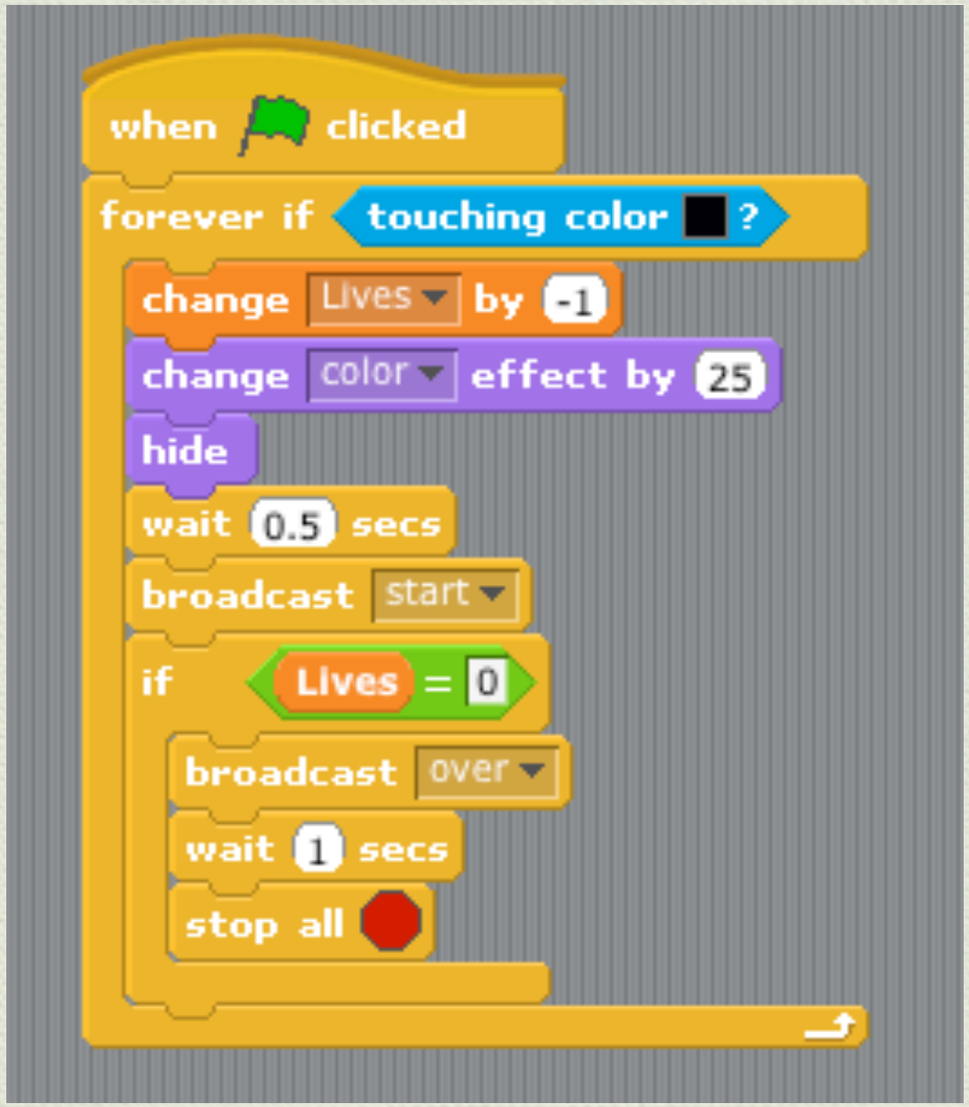




Paint a Sprite for the edge



Lose a Life!!!


when clicked
forever if touching color ?
change Lives by -1
change color effect by 25
hide
wait 0.5 secs
broadcast start
if Lives = 0
broadcast over
wait 1 secs
stop all

Create a Game Over Background and Script

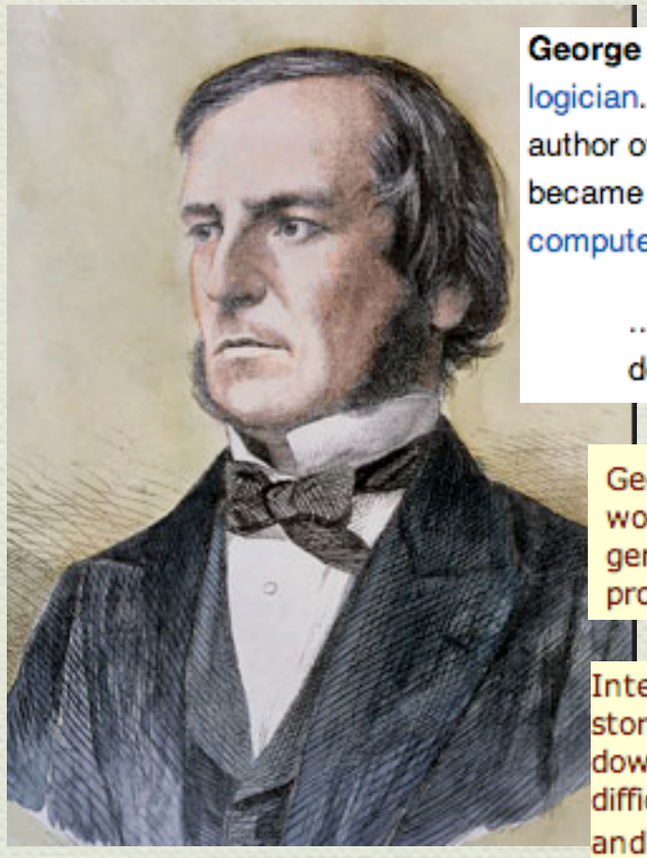
Break Out Part Two...

Level Up

What we will learn today

- The power of variables
- The power of iteration
- New ways to use old techniques
- Booleans

The history bit...



George Boole (/ˈbuːl/; 2 November 1815 – 8 December 1864) was an English mathematician, philosopher and logician. He worked in the fields of differential equations and algebraic logic, and is now best known as the author of *The Laws of Thought*. As the inventor of the prototype of what is now called Boolean logic, which became the basis of the modern digital computer, Boole is regarded in hindsight as a founder of the field of computer science. Boole said,

> ... no general method for the solution of questions in the theory of probabilities can be established which does not explicitly recognise ... those universal laws of thought which are the basis of all reasoning ...[1]

George Boole (the Father of Symbolic Logic) was probably the most illustrious academic who ever worked at University College, Cork (then Queen's College, Cork). He was not only a mathematical genius but also a fine humanitarian. A strong minded individual, he was prepared to engage in protracted and bitter arguments with academic colleagues. His revolutionary advances in

Intellectually, George was a child prodigy. He started school at the age of 1½. There is a lovely story of how he went missing one day at the age of 2½. After much searching he was found in downtown Lincoln in the middle of an excited crowd. Individuals in the crowd were shouting out difficult words to the child as a spelling test. George was fluently and correctly spelling the words and being showered with coins in reward.

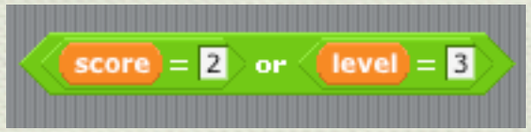
Boolean Checks

OR

Less than, Greater than, Equal to

Is it this AND this

Is it this OR that



Is it NOT that

So What can we do to make it better?

Add Blocks and a Monster?
Hit the monster lose a life?
Add levels?
Hit a block get a score?
Score 5 level up?
Level up ball speeds up?

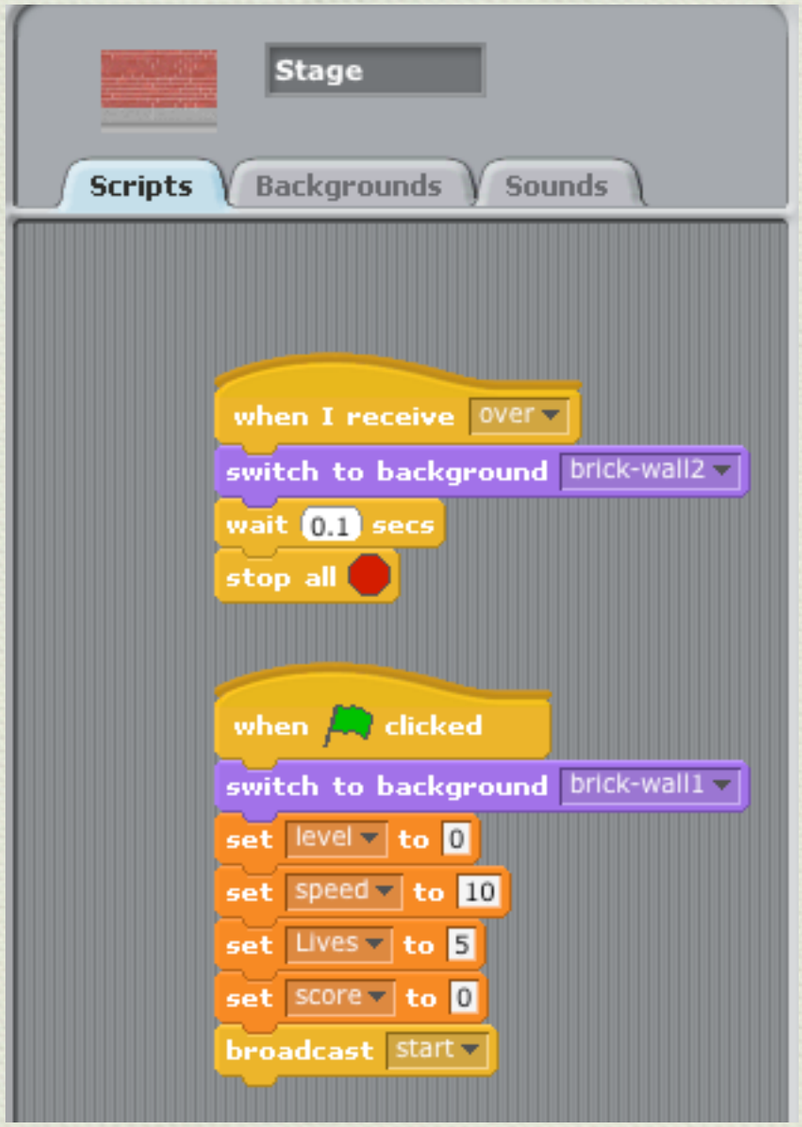
Add your ideas too!!!

Add some variety.

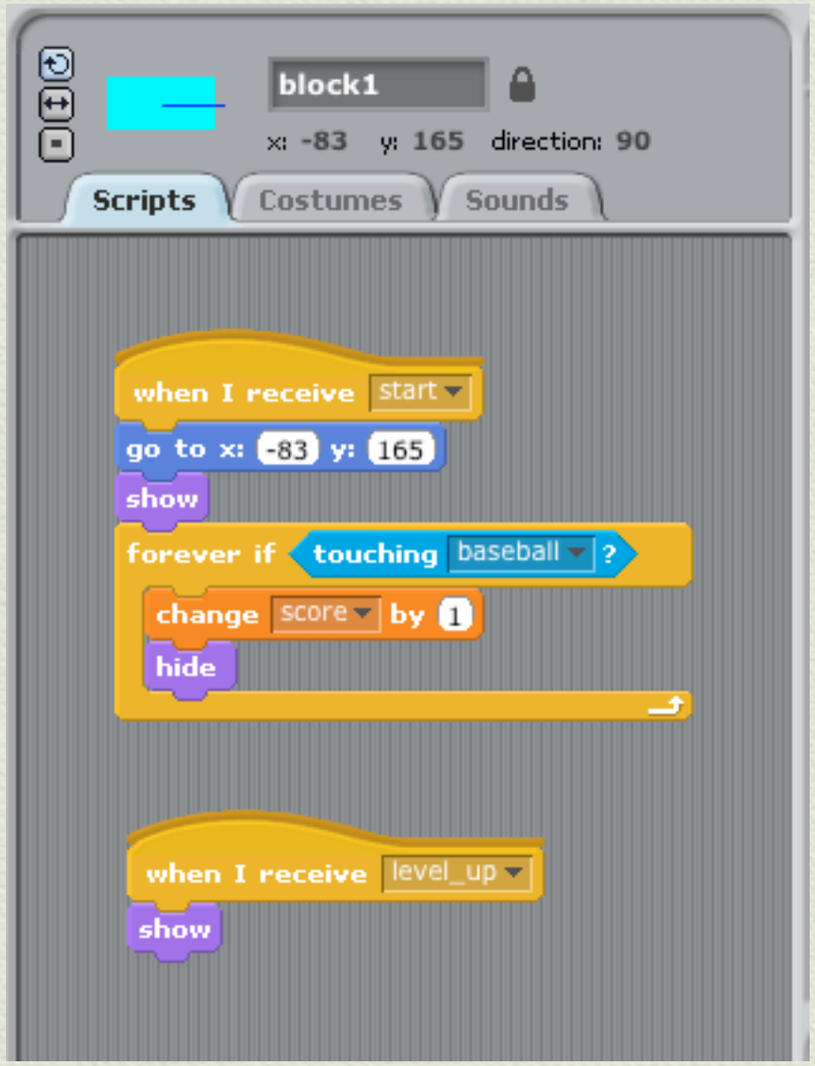
Make some variables...

For all sprites!

Start right. Finish right.



Add some blocks



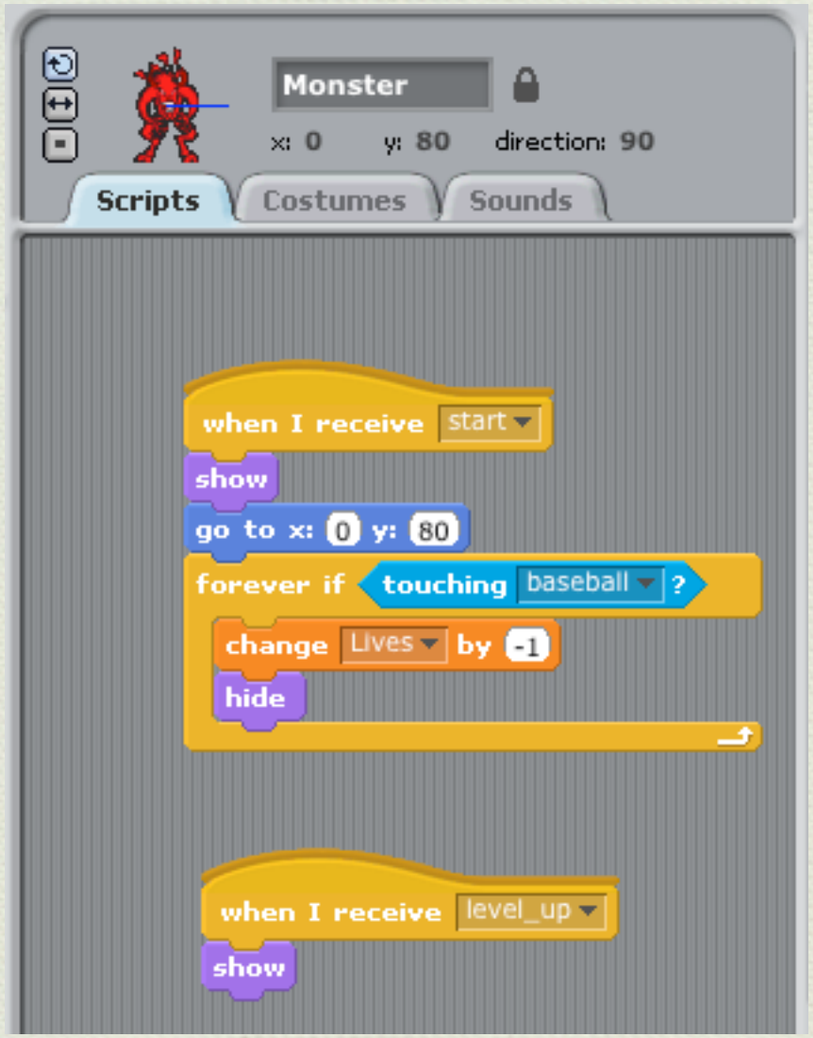
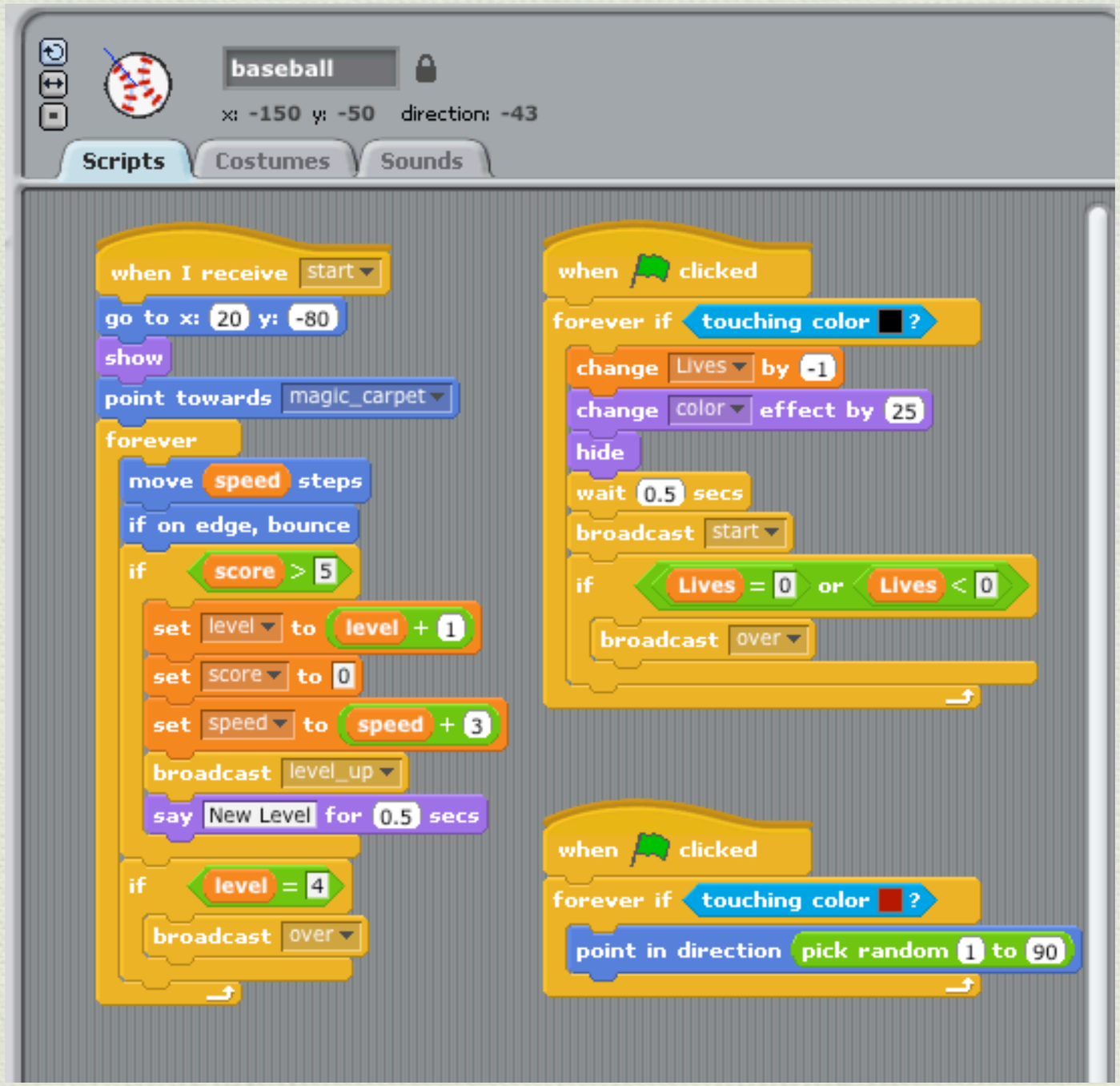
Set position

Make it visible

Make it count

Make it hide

Add A Bad Guy


Monster
x: 0
y: 80
direction: 90
Scripts
Costumes
Sounds
when I receive start
show
go to x: 0 y: 80
forever if touching baseball ?
change Lives by -1
hide
when I receive level_up
show

The Magic Ball Knows All