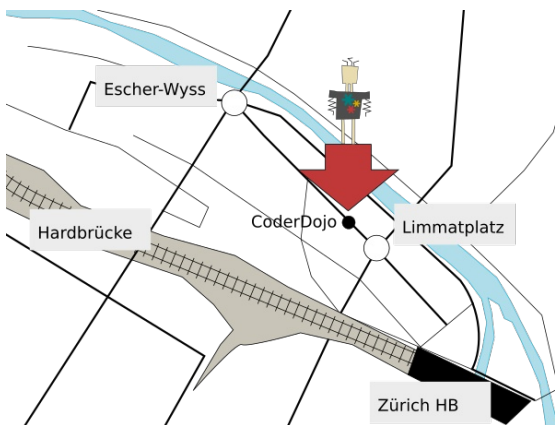


CoderDojo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

Das CoderDojo fördert das selbständige Lernen durch Projektarbeit, die gegenseitige Hilfe und die Erstellung von innovativen Projekten.



Jeden Sonntag, 15:00 - 17:00 @ Liip

Limmatstrasse 183

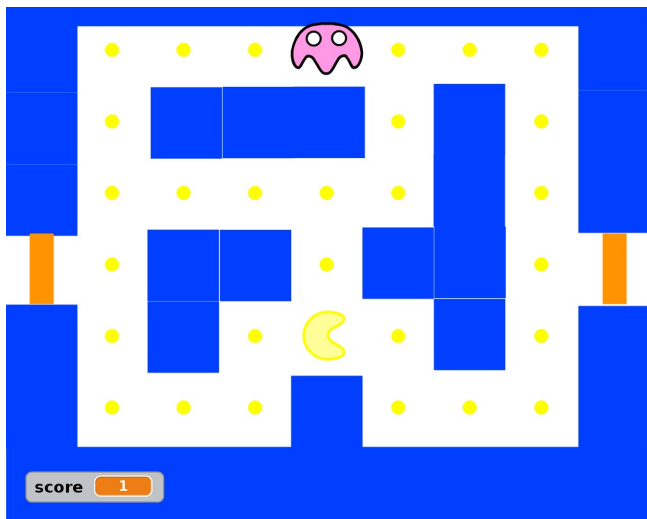
8048 Zürich

<http://coderdojzh.github.io/>

# Pacman game



Eat all pills, without getting caught by the ghost.





# Pacman game






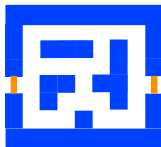
Pacman is a very old computer game.

The player moves around and eats all the pills.  
The ghost wanders around and you should avoid it.

Get ready

For this game you need:

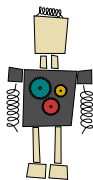
- a Pacman, 
- a pill, 
- a ghost, 
- and a background.



Neue Figur:



You can choose the sprites from the library or draw your own.



**CoderDojo**  
**Zürich**

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Zürich, Ale Rimoldi.



## Programmierung

### Zusatztipp

- Punkte zählen
- Paddel mit der Tastatur bewegen
- Den Ball unterschiedlich zurückspringen lassen, je nach dem, ob er links, in der mitte oder rechts das Paddel berührt (Paddel einfärben oder den Unterschied bei den X-Koordinaten berechnen)

## The code



After having drawn a few costumes for the animation, we are ready to make the Pacman move around.

We won't turn when the arrow keys are pressed, but wait for the next possible crossing.

We do it by creating and then setting a "direction" variable.

The image shows a Scratch script for a Pacman character. At the top, the 'Data' tab is selected, and a 'New Variable' dialog box is open, showing the variable name 'direction'. Below this, there are four 'when key pressed' blocks, each setting the 'direction' variable to a specific value:

- when right arrow key pressed, set direction to right
- when left arrow key pressed, set direction to left
- when up arrow key pressed, set direction to up
- when down arrow key pressed, set direction to down

## The code

