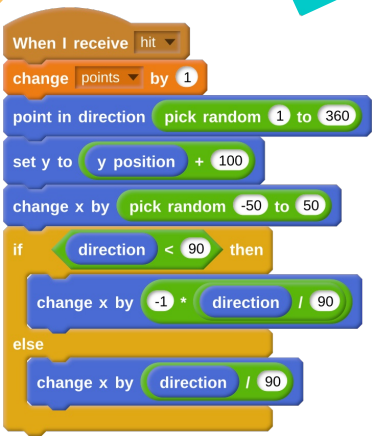
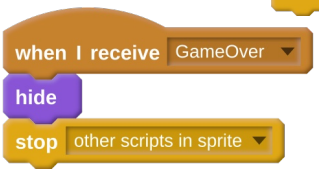
Programming

Yuhuiii, we hit the can. This gives us 1 point.

The can hops when it gets hit.





On GameOver, the game is finished.

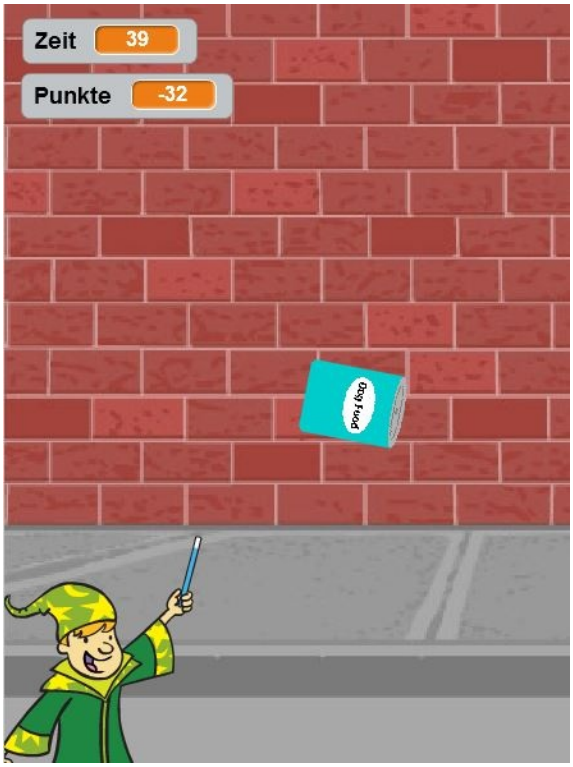
Next steps

- Change points or speed.
- Let the wizard move around.
- Sometimes the can is small and sometimes big.

CoderDojo Zürich

Shooting cans

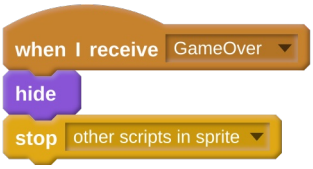
Try to shoot down the cans with a lightning as many times as possible.



Programming

When the lightning misses the target, it goes back to the wizard.

After receiving GameOver message, the game is finished.

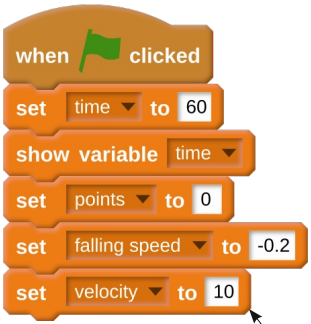


Next steps

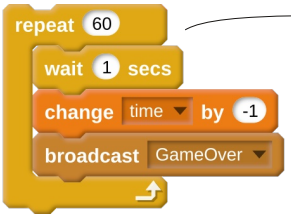
– The wizard jumps up when the can is hit.
– The wizard says "hit"
– The lightning changes to fire when it hits the can.
– A music plays or an explosion is heard.

Programming

When clicking on the green flag, we set the time, velocity, points and much more.

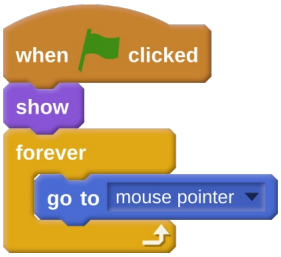


Then we start the countdown clock that goes from 60, 59, 58 down to 0.



Programming

The targetting scope follows the mouse pointer.



Shooting cans

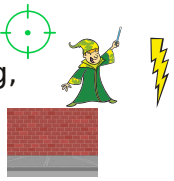
Aim at the can. Click the mouse button to shoot a lightning at the can

When you hit the can, then you receive one point.

Within 60 seconds hit as many cans as possible.

Preparations

You will need for the game:
- a can,
- something to aim with,
- a wizard and a lightning,
- and a cool background.

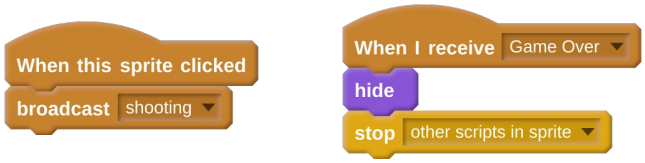


Pick the sprites from the library or draw them yourself.

Here we go!

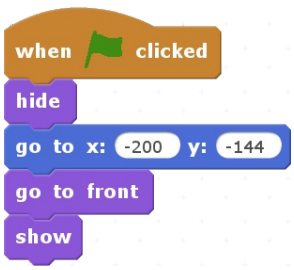
Click on the green flag and the targetting scope will follow the mouse pointer.

Programming



When the game is over, everything stops.

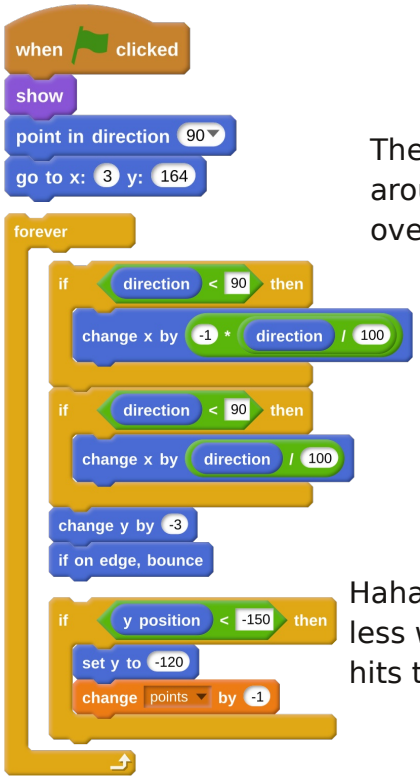
Programming



We are putting the wizard in the corner of the screen

Programming

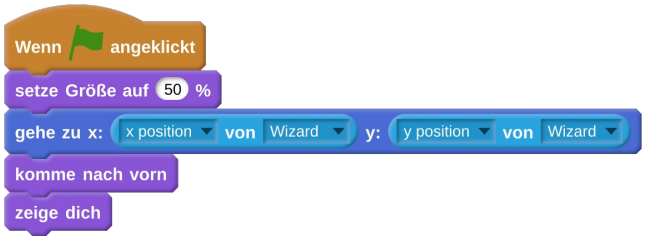
First show the can on the screen



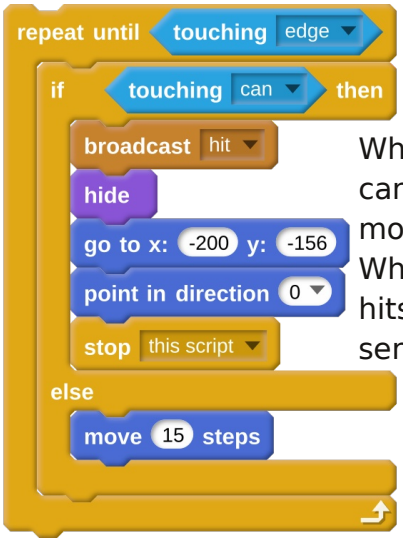
The can bounces around. Over and over again.

Hahaha, 1 point less when the can hits the floor

Programming



The lightning starts at wizard's position and moves towards pointer



When we miss the can, the lightning moves to the edge. When the lightning hits the can, we send a message.