

Game Over

when clicked

switch costume to egg-a

wait until touching Chick

switch costume to egg-a

stop all

The game is over when the egg touches the chick.

A second egg

Right-click to duplicate the egg.

when clicked

hide

wait 1 secs

show

forever

...

The new egg waits a short time before it starts rolling.

You copied this code from the first egg.

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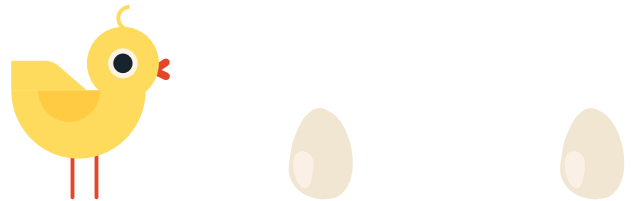
...

The new egg waits a short time before it starts rolling.

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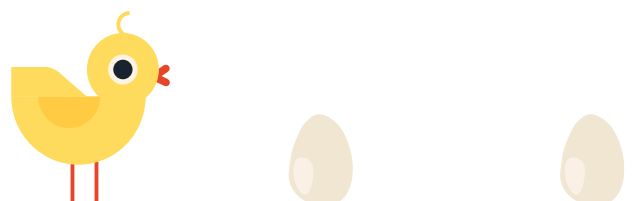
# Jump over the eggs

The chick jumps over the rolling eggs.



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The chick jumps over the rolling eggs.



# Jump over the eggs

Eggs roll from right to left.

The chick jumps so it doesn't break the eggs.

The game is over when the chick touches an egg.

Get ready

For this game, you need:

- a main sprite,
- moving objects.



Choose the sprites from the library or paint them yourself.



CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.

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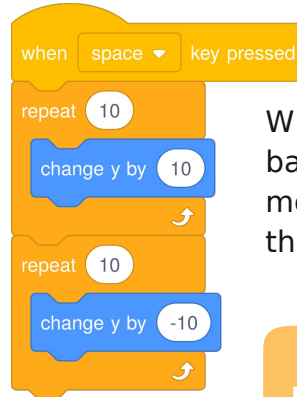
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Jump!



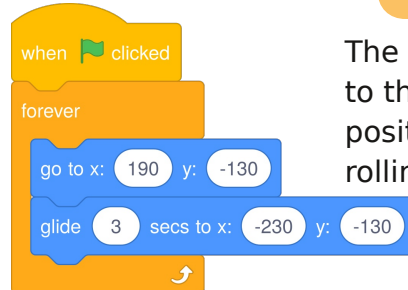
When pressing the space bar, the chick "jumps": it moves up ten times and then comes down again.



To the Start



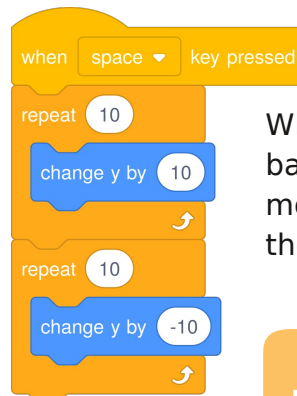
The egg is rolling



The egg keeps going to the starting position and then rolling to the left.



Jump!



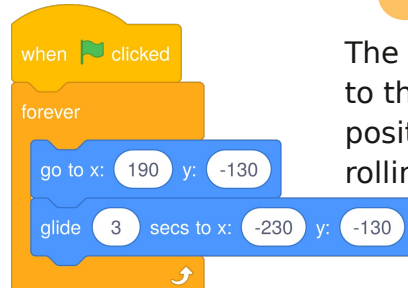
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To the Start



The egg is rolling



The egg keeps going to the starting position and then rolling to the left.