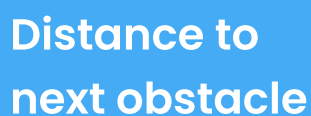# I SENSE A DISTURBANCE IN THE BLOCKS

SENSING BLOCKS

Sensors are devices that are used to detect information about its surroundings. They send new information 60 times every second. For example, the distance to an incoming object may be 4.9, then 4.7, and 4.5 after that, and so on.

(HINT: For this reason, it may NOT be a good idea to use the Equals block with sensing blocks!)

Distance to next obstacle

Distance to next obstacle

This block can be used to detect the distance between the player and the next obstacle.

(HINT: To get an idea of scale, the chacracters are 1 unit in width)

Speed of next obstacle

Speed of next obstacle

This block can be used to detect the speed of the next obstacle.

(HINT: Obstacle speeds in the Create step are all 12 units per second)

Height of next obstacle

Height of next obstacle

This block can be used to detect the height (top to bottom) of the next obstacle.

(HINT: The characters are 1.7 units in height)

Width of next obstacle

Width of next obstacle

This block can be used to detect the width (left side to right side) of the next obstacle.

(HINT: The characters are 1 unit in width)

Elevation of next obstacle

Elevation of next obstacle

This block can be used to detect the distance from the ground to the CENTRE of the next obstacle.

Obstacles may appear at three levels: 1, 1.8, or 2.7 units.

(HINT: Remember that the characters are 1.7 units in height)

(BONUS HINT: The characters become 1 unit in height when crouching)