

SCRATCH APP TRAINING FOR TRAINERS

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Course Overview

1. Learning Outcomes

1. Create programs & games
2. Solve programming challenges
3. Understand fundamental principles

2. Tools Used

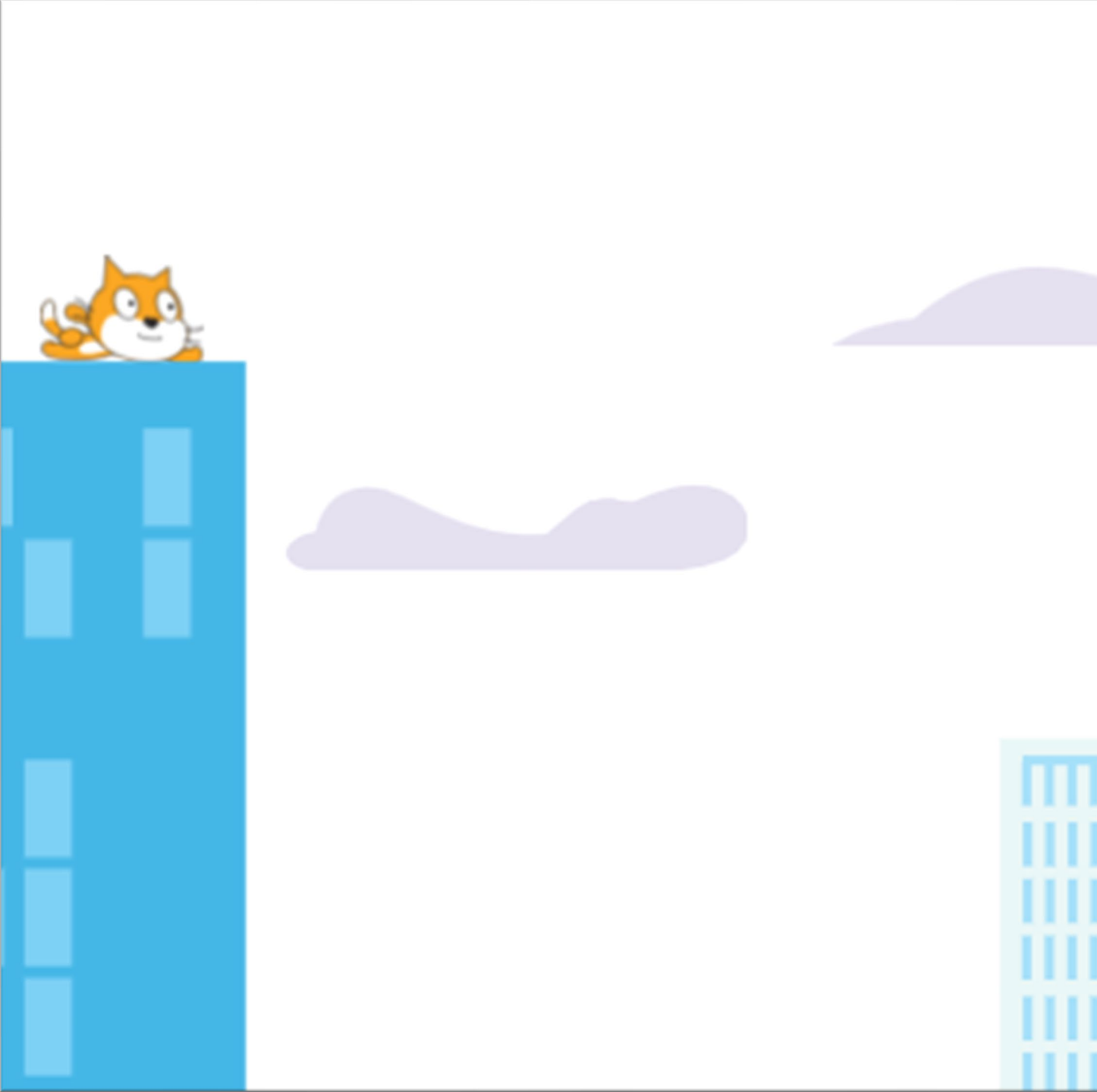
1. Scratch for game development

3. Prerequisites

1. None! Perfect for beginners.

4. Target Audience

1. Newbies to Scratch coding
2. Anyone keen on game creation.



1. Set Up the Backdrop and Sprites:

- Start with a blank backdrop.
- Draw two buildings on the backdrop: one on the bottom left and the other on the bottom right. The top of the left building should be the starting point.
- Import the Cat sprite from the Scratch library.
- Create cloud sprites. These will be your obstacles.

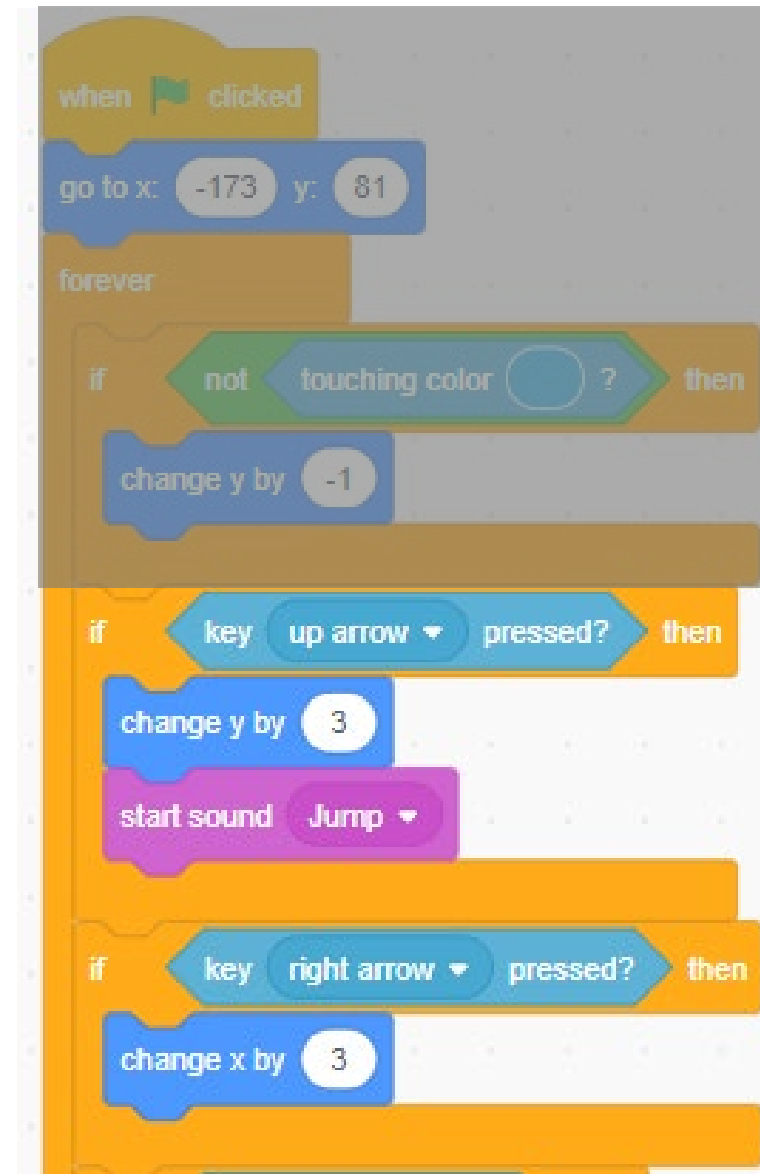
2. Cat Sprite Code:

- Set the starting position of the Cat sprite on the left building.
- Use the following script:



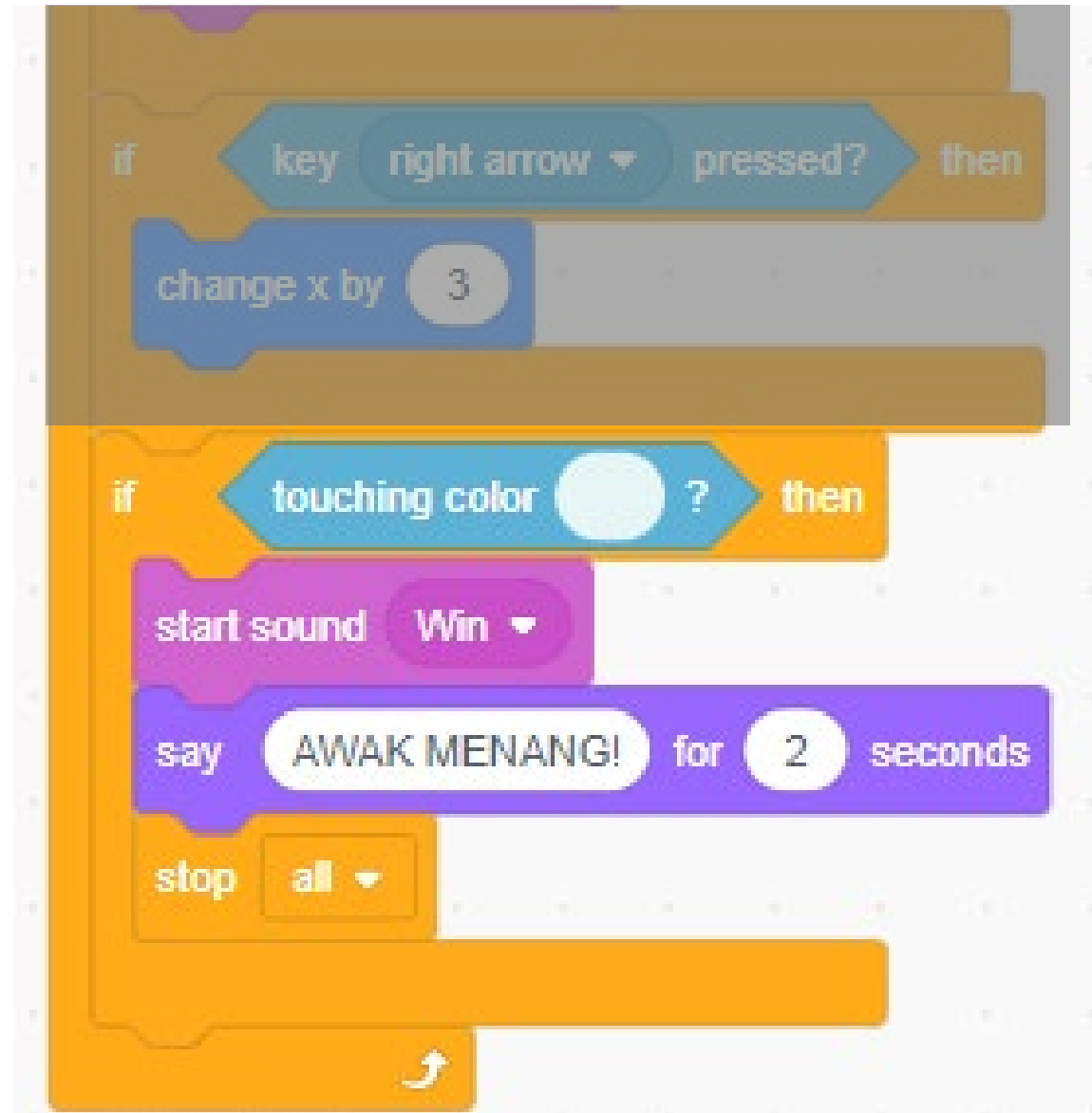
2. Cat Sprite Code (cont.):

Add the keyboard control, use the following script:

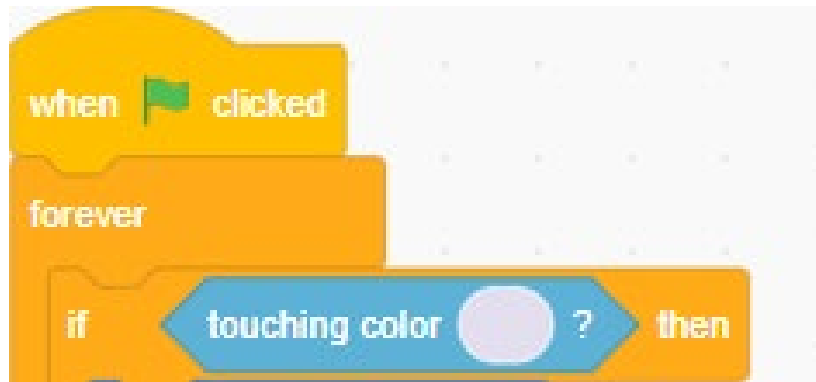


3. Winning Logic:

Add the following code:



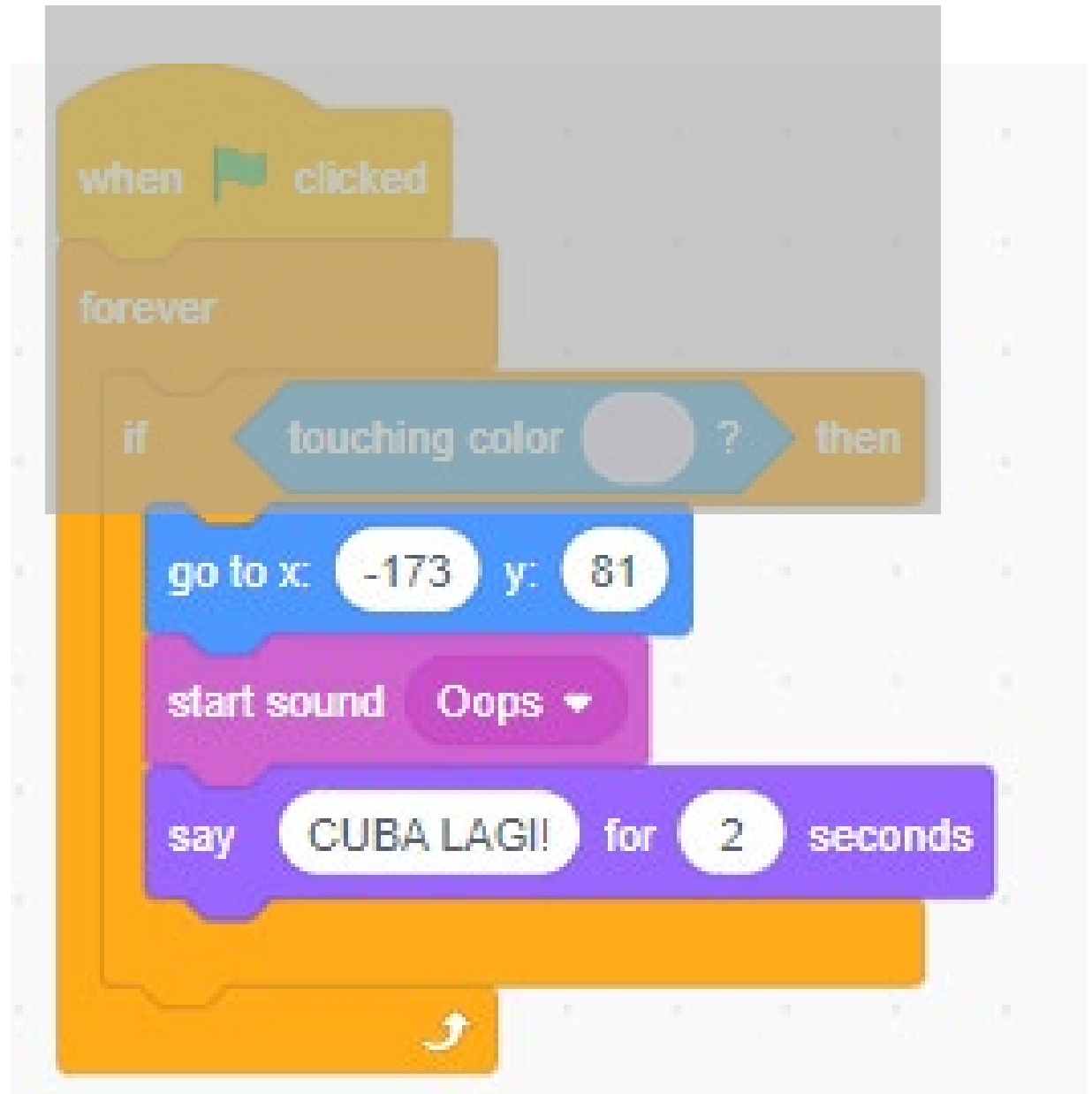
4. Cloud Sprite Code (Obstacles):

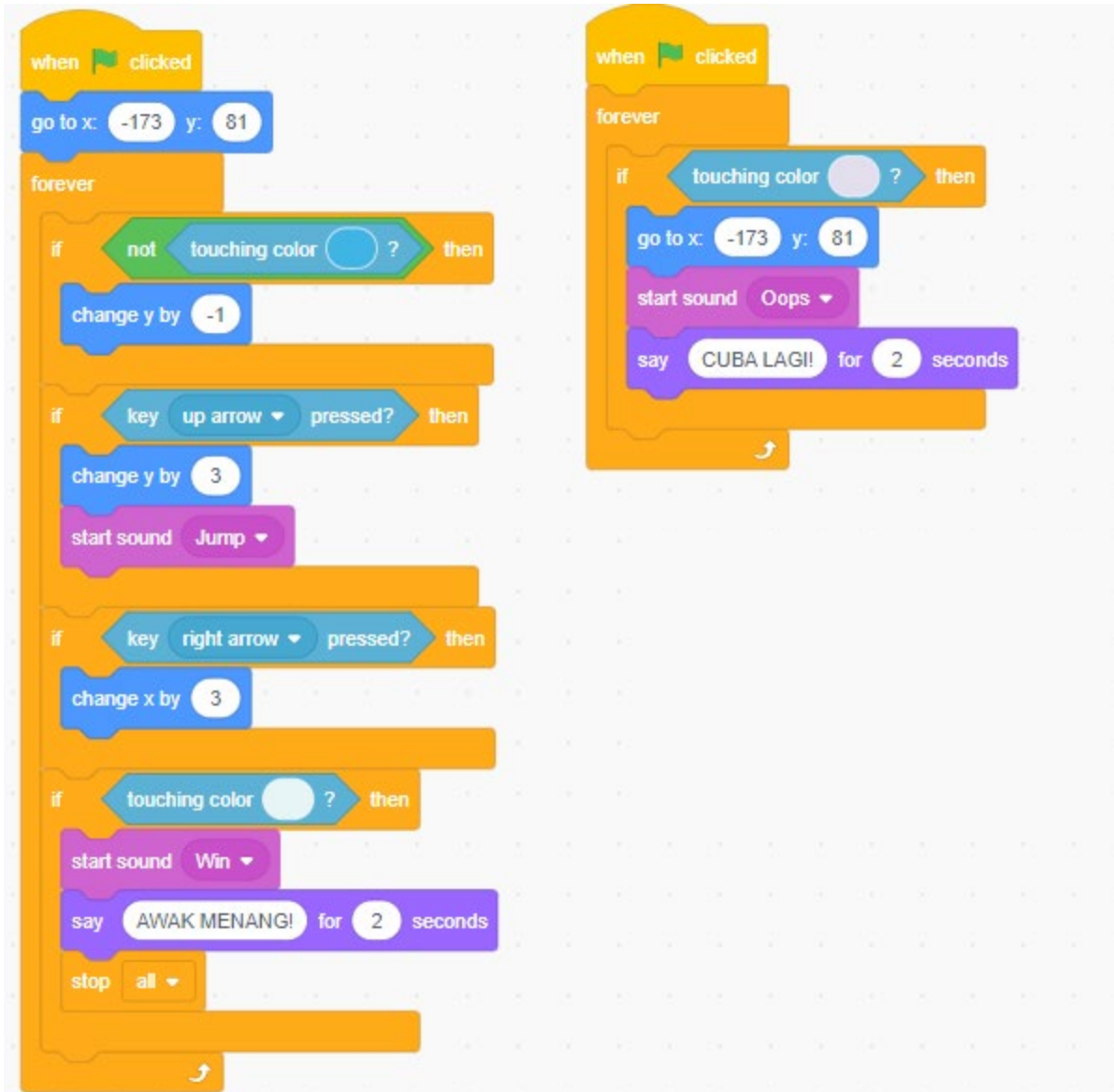


- Have multiple cloud sprites, and set them to different positions.
- Use the following code for each cloud:

5. Game Logic & Resetting the Game

Add the following code to the Cat sprite:





- Make sure to adjust positions, speeds, and sizes based on how difficult or easy you want the game to be. This is a basic blueprint, and Scratch allows for a lot of customization. Test and iterate to ensure a fun gaming experience!