

04/17, 2016

hurdles

How to avoid /  
pass them.

i) Fire

- (High) jump  
- Long jump

ii) Pit

- (long) / short jump

iii) water

- can (Swim) through  
- can jump over

iv) Daemon

- kill by (shooting)

Action	keys on key board.
jump	space
swim	↓ and → (only in water)
shoot	mouse click.



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# learning stage - Pokemon Thirst.

Basically, the motivation would be to teach your actor, 'player', what to do in a particular scenario. i.e water / pit / fire / Poison.

This can be used to teach kids basic structures, like if, if-else, loops, sequence of commands, flow chart, pseudocode, operators.

Basic Design

