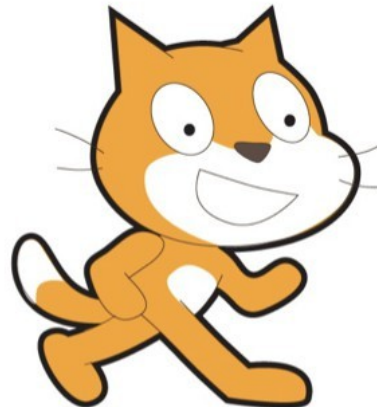




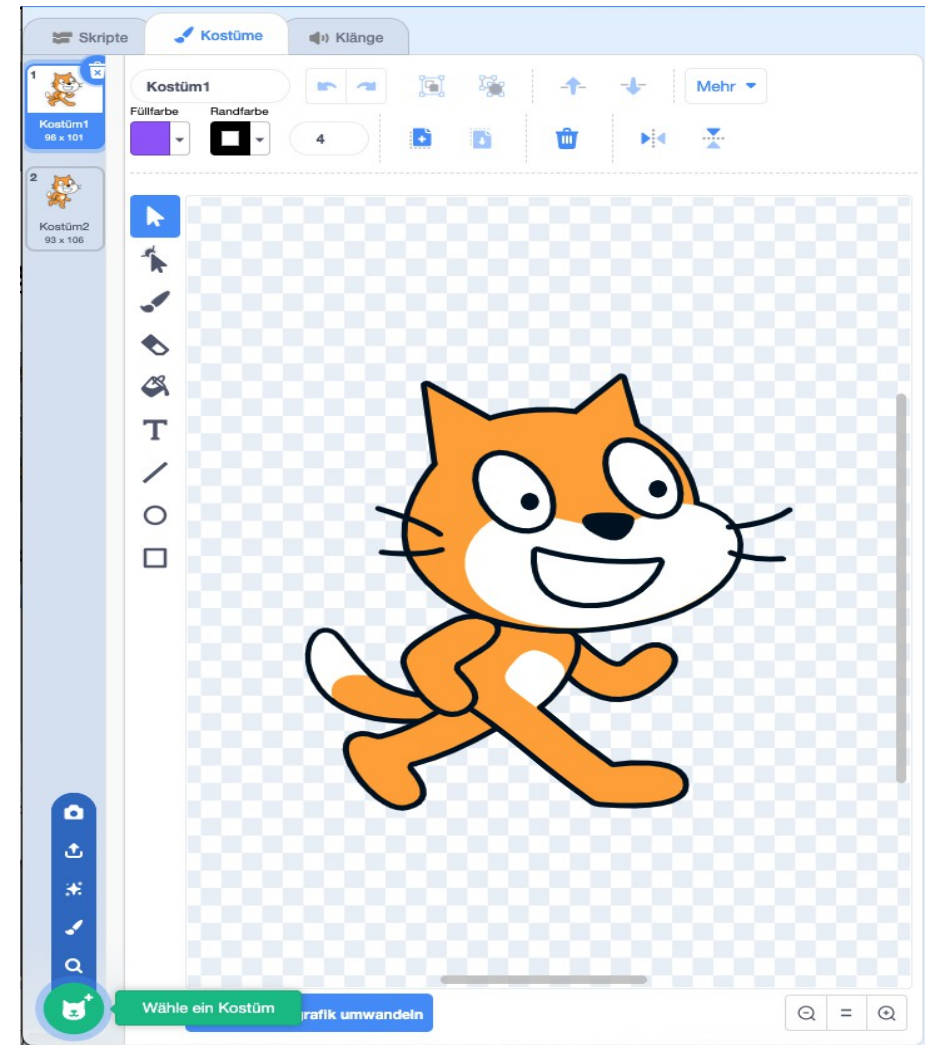
Let's create a game

SCRATCH





- Design the main character
- Choose the main character's costume

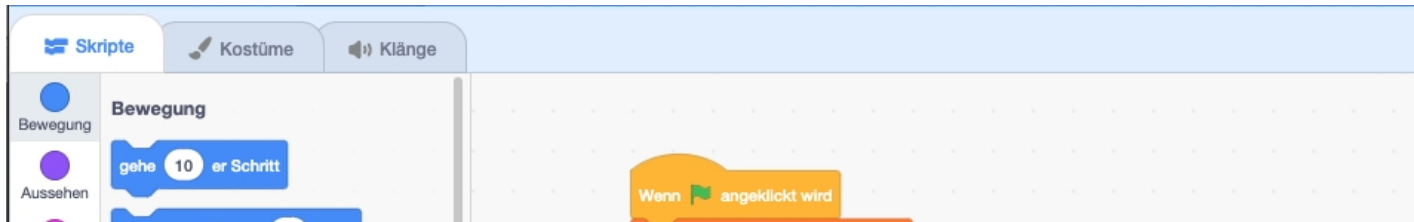




# The main character learns to walk



- Set the starting position of the main character





# The main character learns to walk

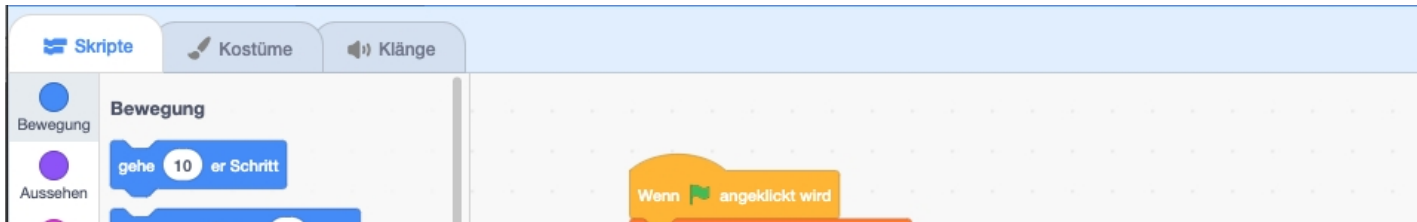




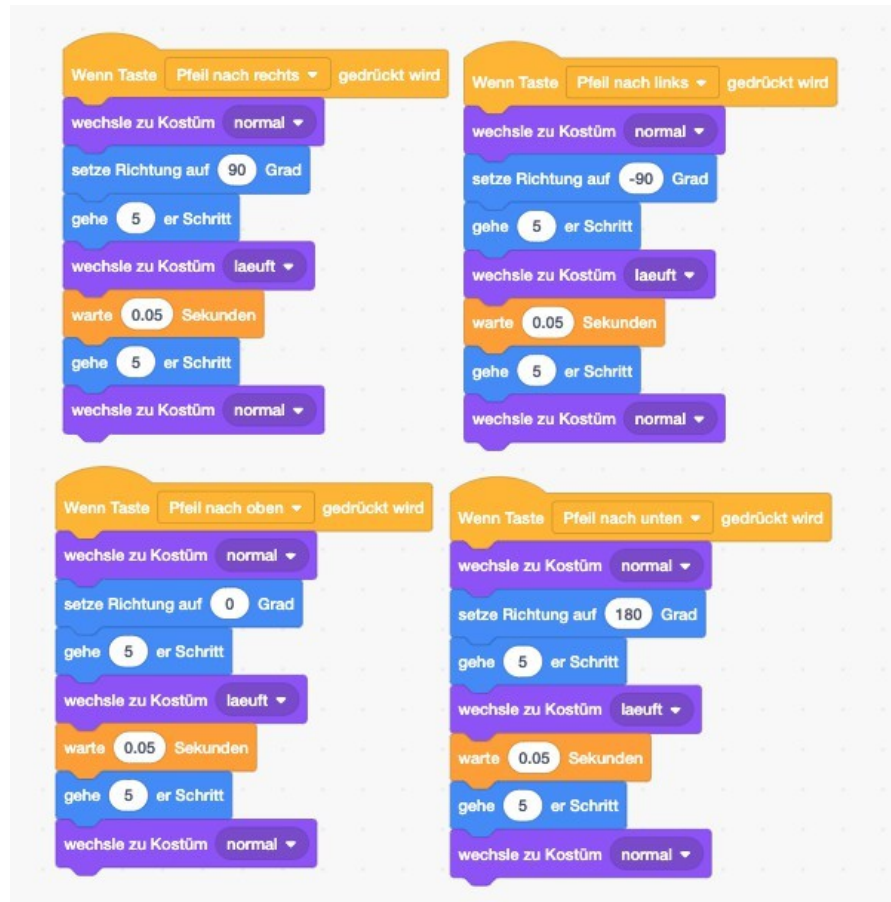
# The main character learns to walk



- Teach the main character how to run



# The main character learns to walk

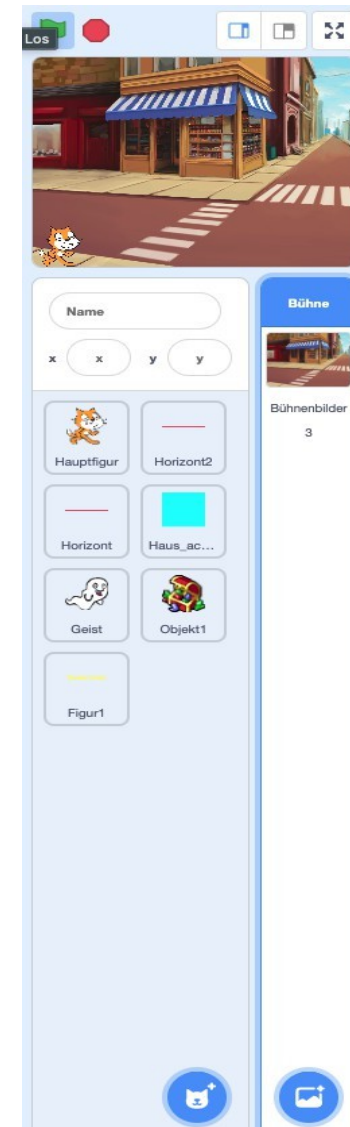




# The stage



- We choose a background
- On the right-hand side, you will find the stage





# The imaginary horizon



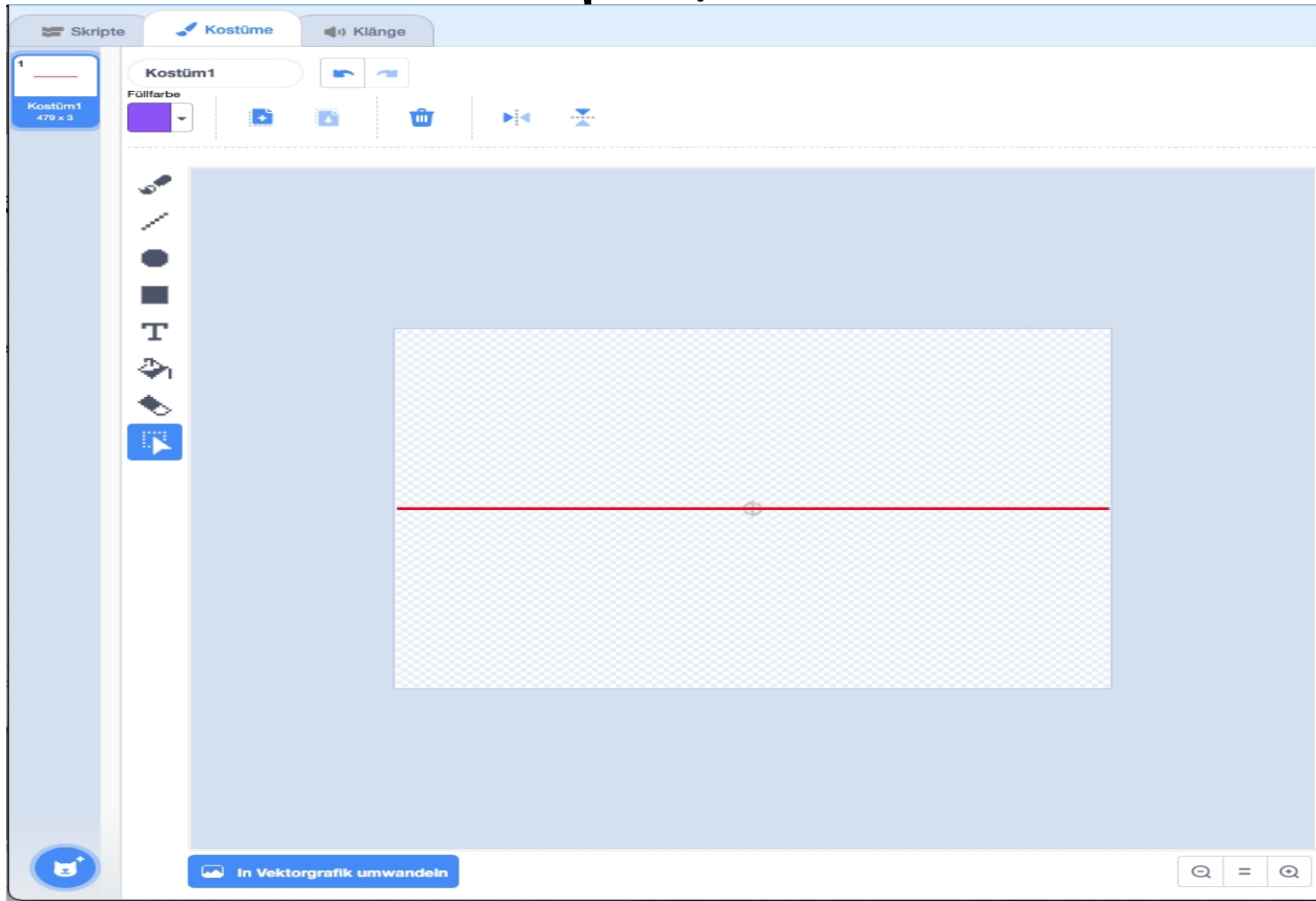
- The main character should only move where we allow them to
- To do this, we need a new character without a costume and draw a red line







# The imaginary





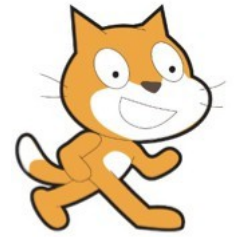
# The imaginary horizon



- The main character must remain below the line.
- To do this, we need to check if the main character touches the line – if so, they take two steps back.



# The imaginary horizon





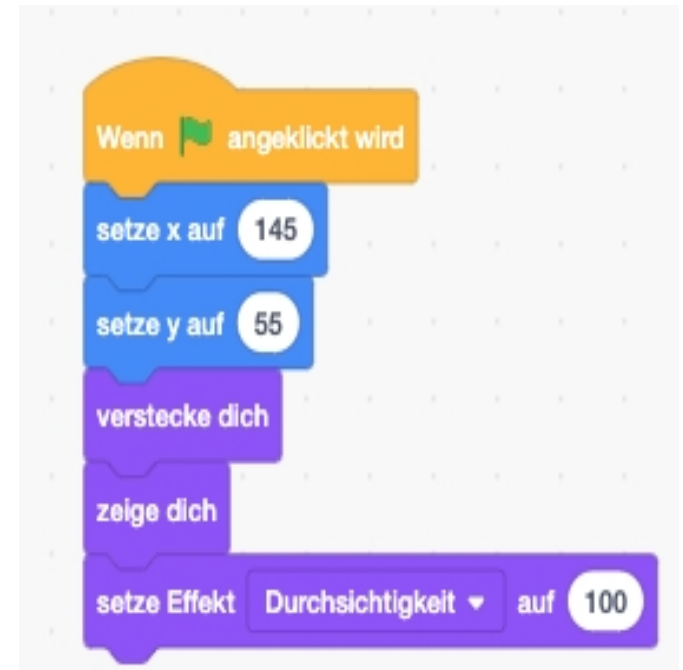
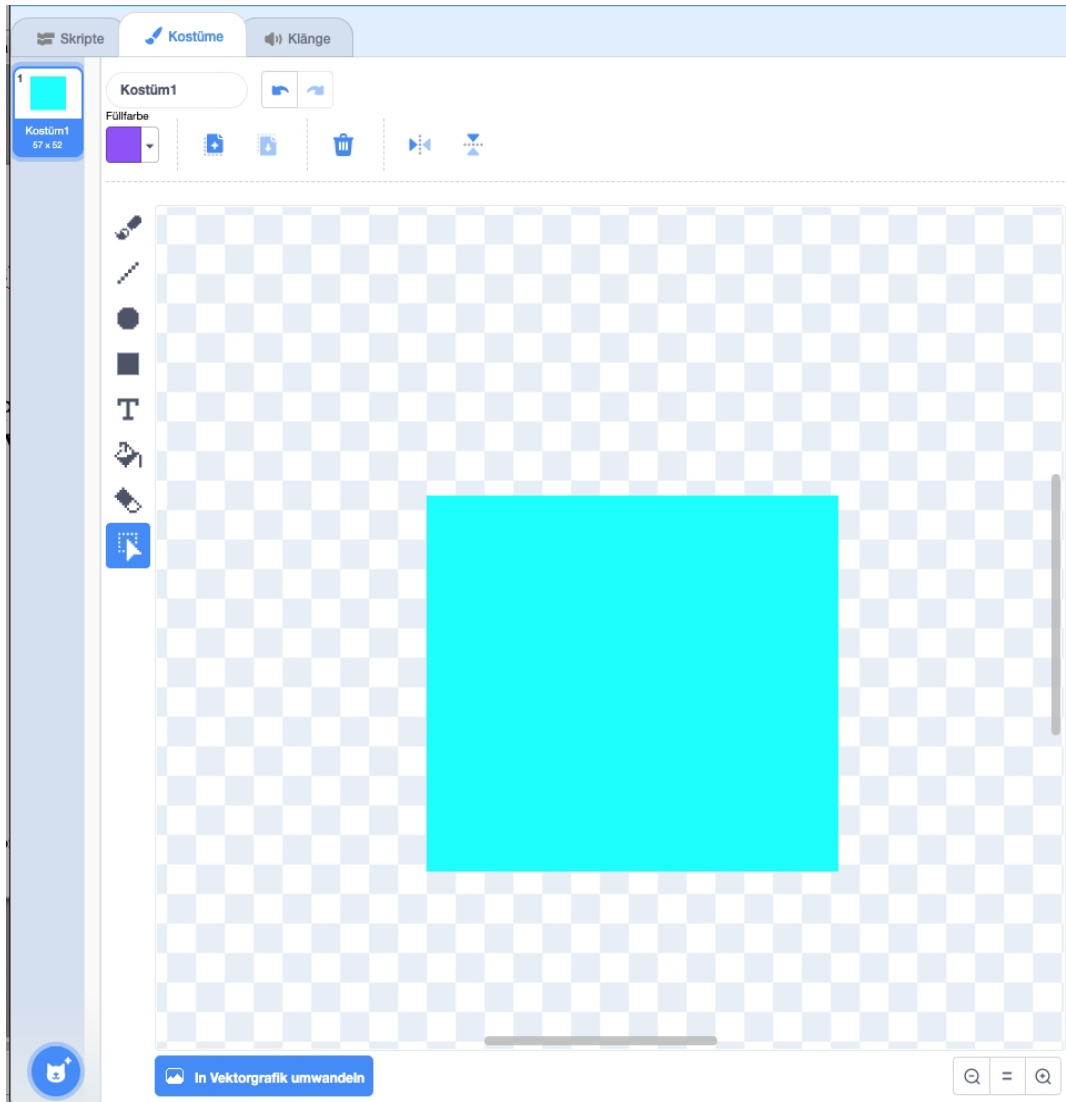
# The first action point



- When the main character reaches a specific point, something should happen
  - The special point here is the light blue square.



# The first action point



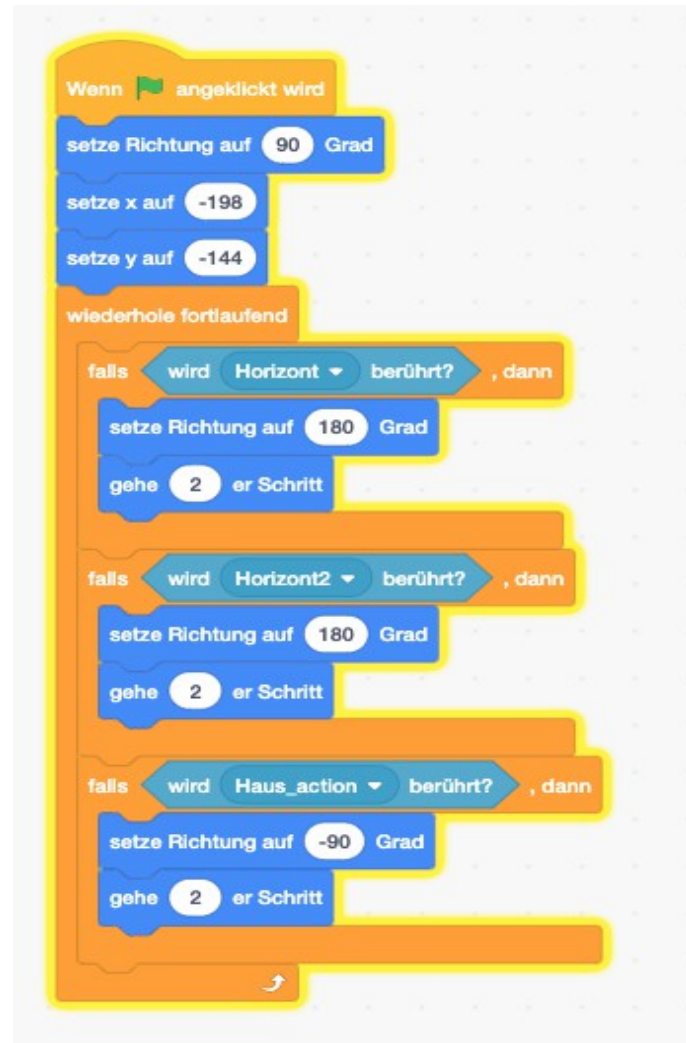


# The first action point



- Something should happen when the main character touches the special point.
  - Have the character look in a different direction or turn around.

# The first action point



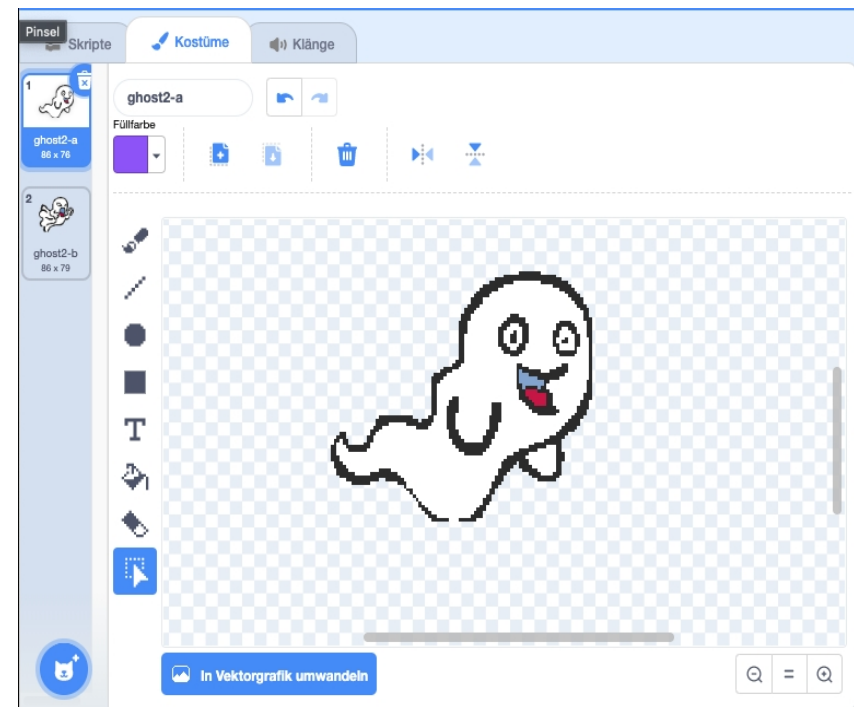




## A new friend



- A secondary character appears
  - Select another character with a costume





## A new friend



- The secondary character should be invisible at the start





# A new friend



## A new friend



- The secondary character should become visible when the main character reaches the light blue square





## A new friend



- To make the secondary character visible, we need a "variable"



- Something happens
- We create our own "variable" called "Scene"
  - You can find variables at the bottom (dark orange)→ Click on New Variable
  - Set the variable to 1 when the game starts





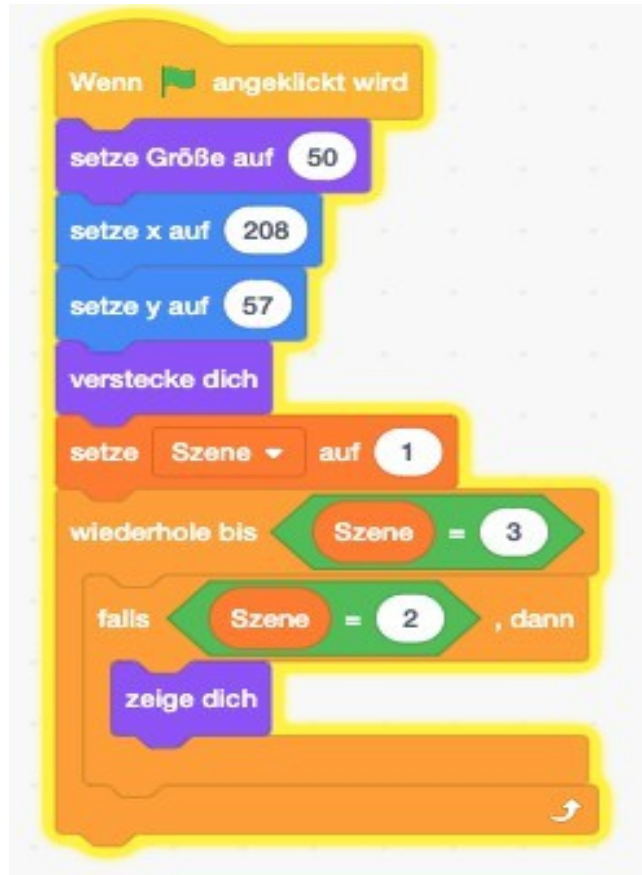

## A new scene



- Set the variable to 2 when the main character reaches the special location.
  - → Then, the second character should appear when scene= 2



# A new scene



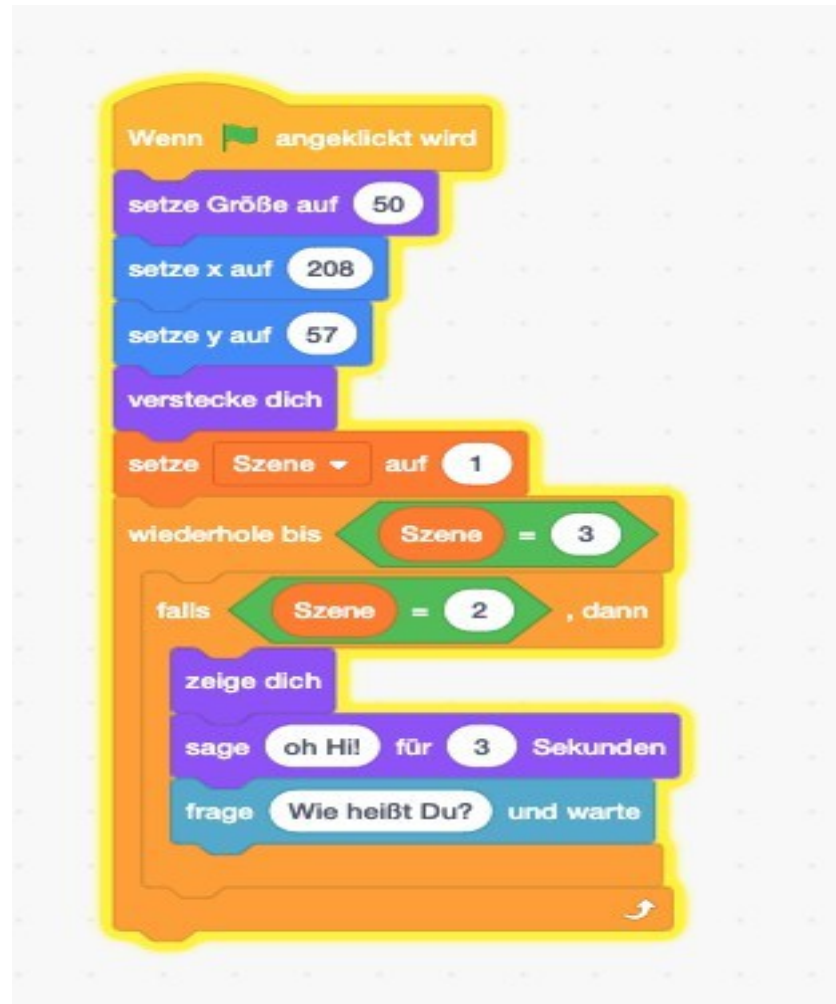


## A new scene



- Have the second character greet the main character.
- Ask the main character their name.

# A new scene



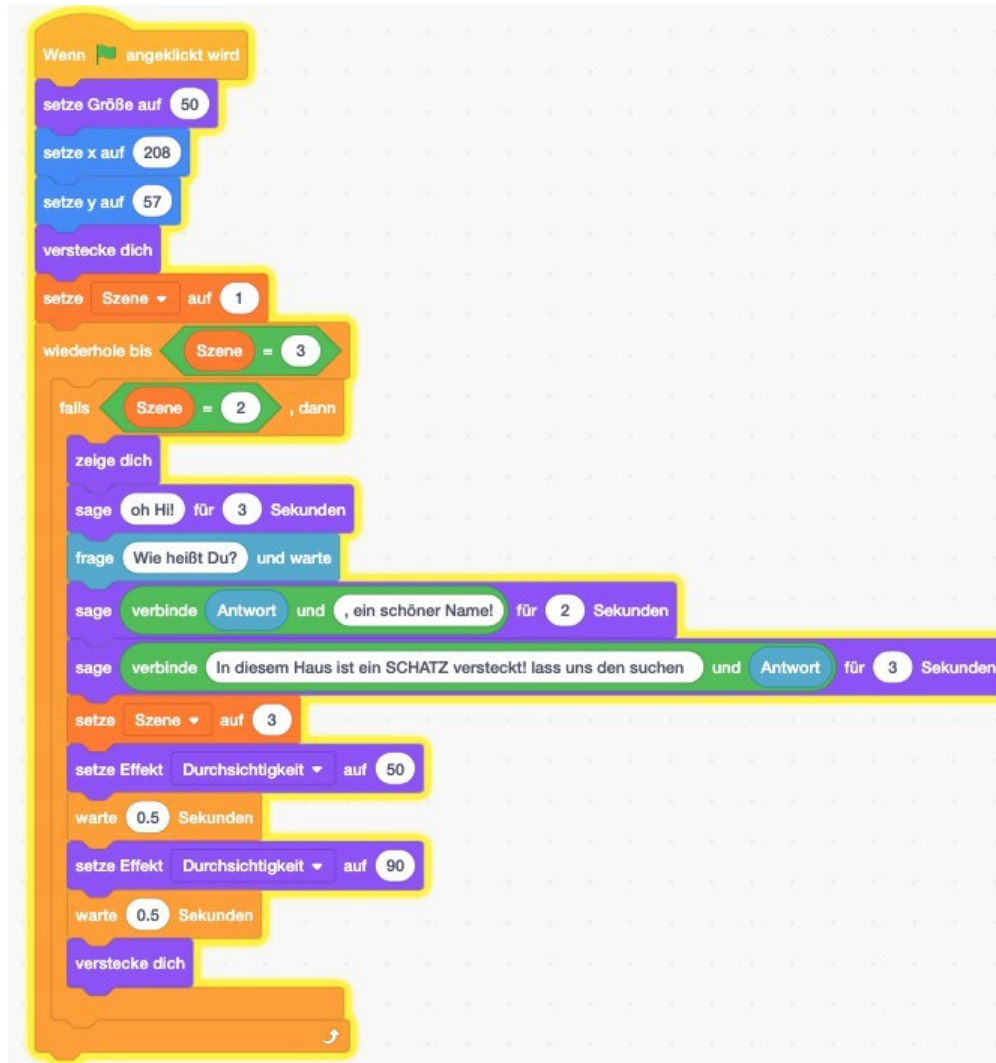


## A new scene



- Have the second character reply that it's a nice name.
- The second character should say that there is a treasure hidden in the house and that the main character should look for it.
- Then the second character should slowly disappear again
- Set the scene to 3

# A new scene

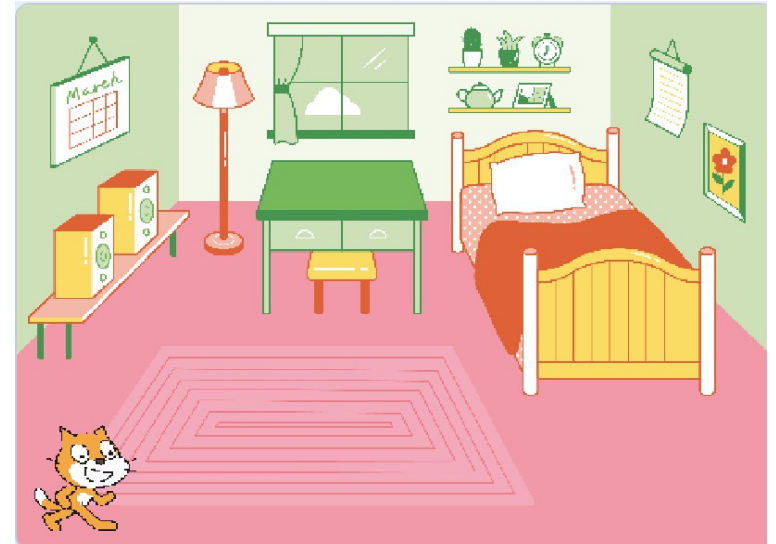




# Let's go inside



- We're changing the stage
  - Create another stage for the interior of the house
  - Change the stage as soon as the friend disappears

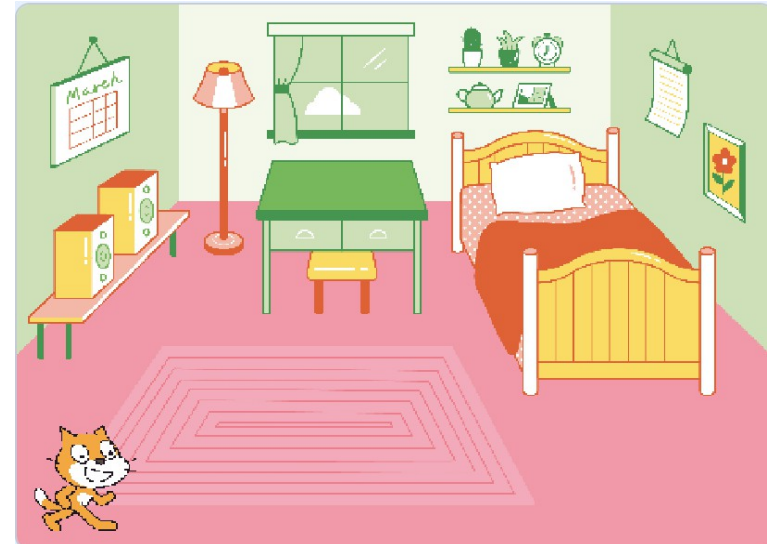




# Let's go inside



- We change the stage
- Create another stage for the interior of the house







- Select the stage on the right
  - Then select the top left "Stage sets"
  - Then select another stage image at the bottom left





# Let's go inside



- We change the stage
- Change the stage as soon as your friend has disappeared and the scene has changed to 3





Skripte Bühnenbilder Klänge

**Variablen**

Neue Variable

☐ Szene

setze Szene auf 0

ändere Szene um 1

zeige Variable Szene

verstecke Variable Szene

Neue Liste

**Meine Blöcke**

Neuer Block

**Skripte**

Wenn angeklickt wird

wechsle zu Bühnenbild Straße

wiederhole fortlaufend

falls Szene = 3, dann

wechsle zu Bühnenbild Drinnen



# A treasure emerges



- A treasure appears inside
  - We need another "character" with the treasure costume
  - Must not show itself
  - (Optionally, the treasure appears in a random position)

# A treasure emerges



Skripte Kostüme Klänge

**Variablen**

Neue Variable

☐ Szene

setze Szene auf 0

ändere Szene um 1

zeige Variable Szene


verstecke Variable Szene

Neue Liste

**Meine Blöcke**

Neuer Block

**Skripte**

Wenn  angeklickt wird

verstecke dich

Wenn das Bühnenbild zu Drinnen wechselt

wiederhole fortlaufend

wiederhole bis Szene > 4

zeige dich

setze Effekt Durchsichtigkeit auf 100

# A treasure emerges



Skripte Kostüme Klänge

**Variablen**

Neue Variable

☐ Szene

setze Szene auf 0

ändere Szene um 1

zeige Variable Szene

verstecke Variable Szene

Neue Liste

**Meine Blöcke**

Neuer Block

Wenn angeklickt wird

verstecke dich

Wenn das Bühnenbild zu Drinnen wechselt

wiederhole fortlaufend

falls Szene = 3, dann

gehe zu Zufallsposition

wiederhole bis Szene > 4

zeige dich

setze Effekt Durchsichtigkeit auf 100





# The end

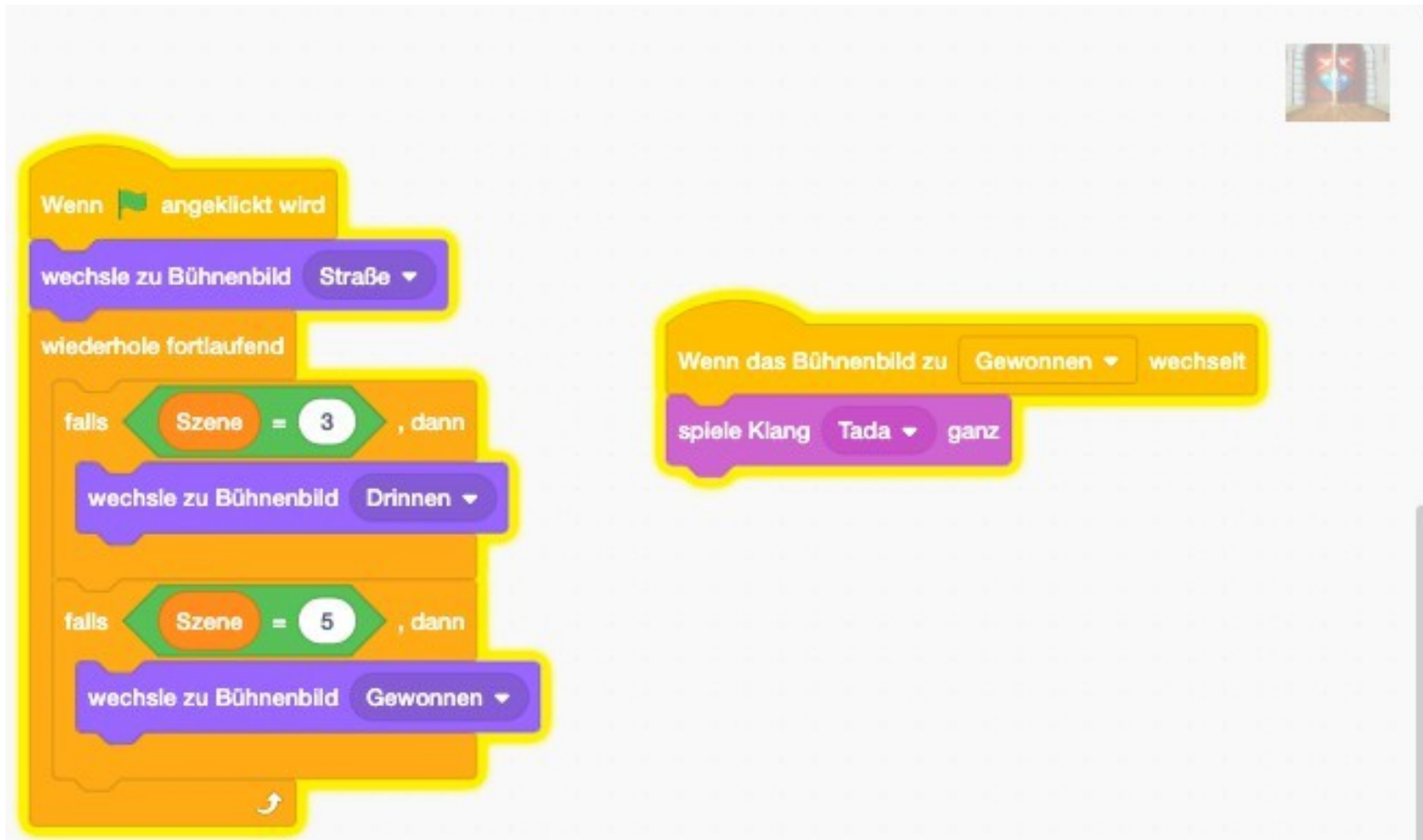


- The game is over when the player touches/finds the treasure
- The stage changes to the "Won" screen

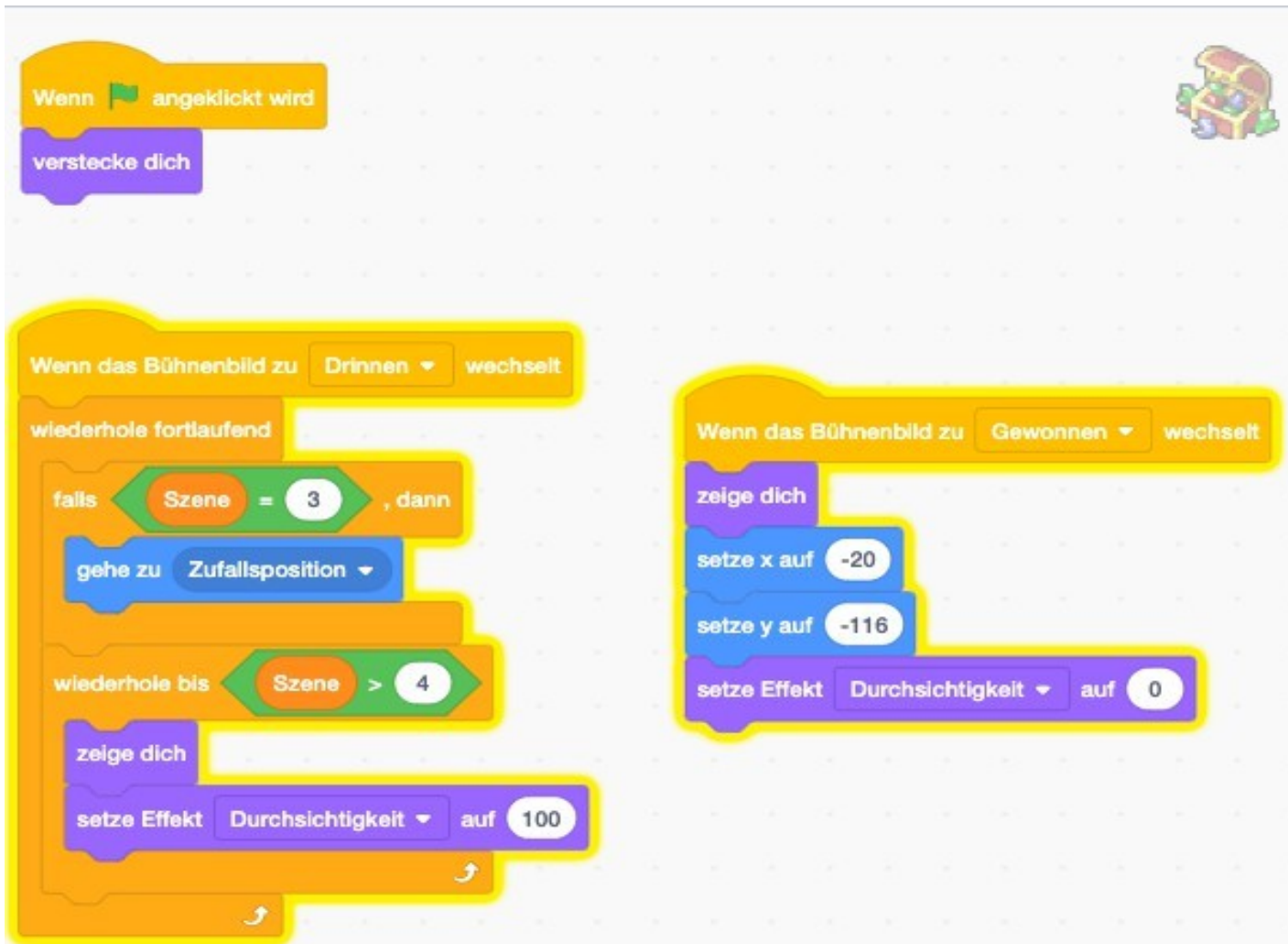




# The end (stage)



# The end (treasure)





# The end (main character)





# The end (ghost)

