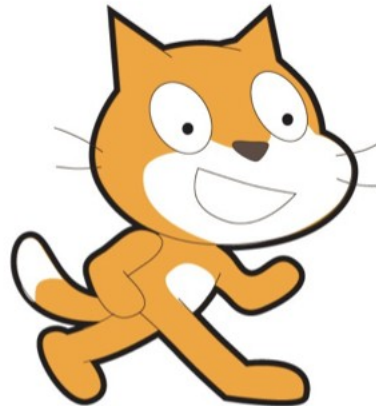




Let's create a game!

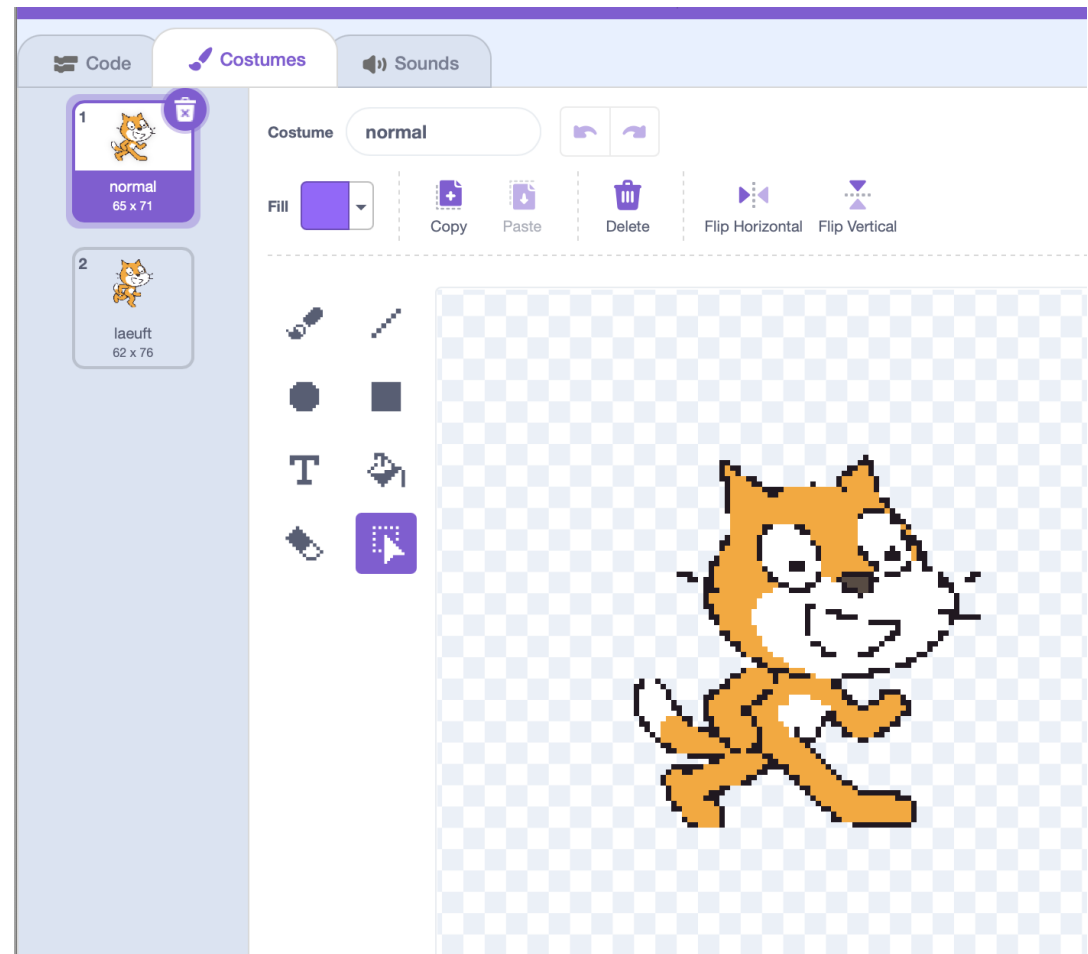
SCRATCH



# The main character



- Design the main character
- Choose a costume for the main character

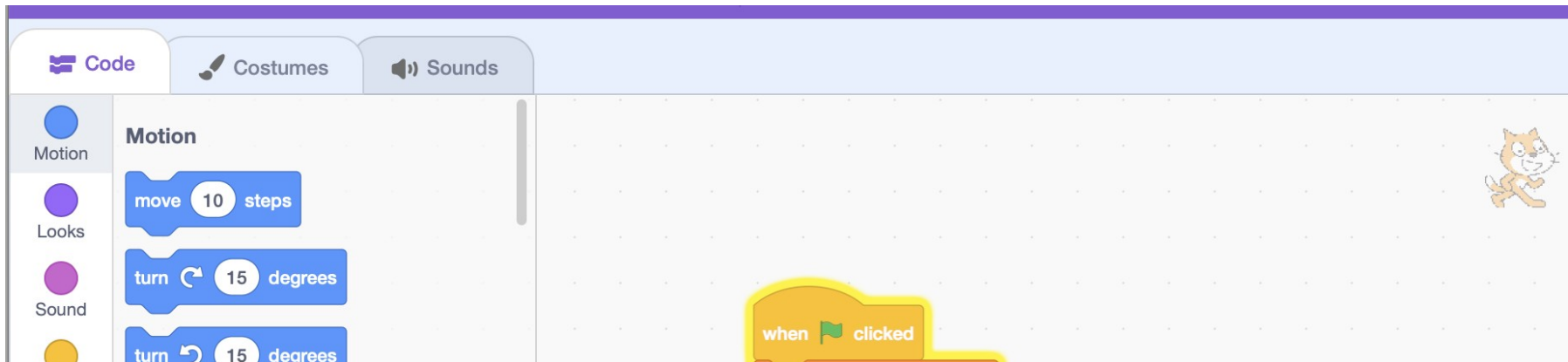




# The main character learns to walk

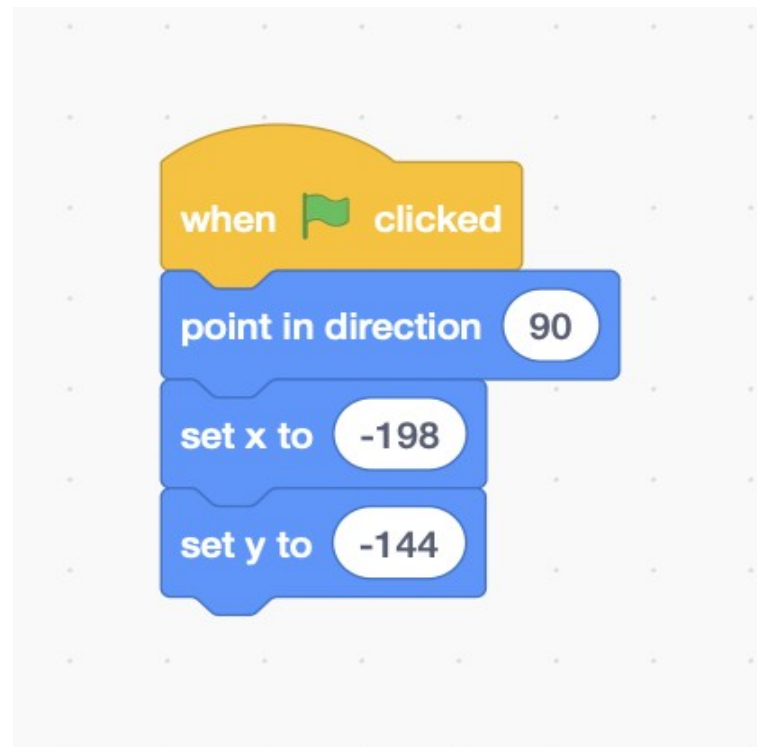


- Choose the starting position for the main character

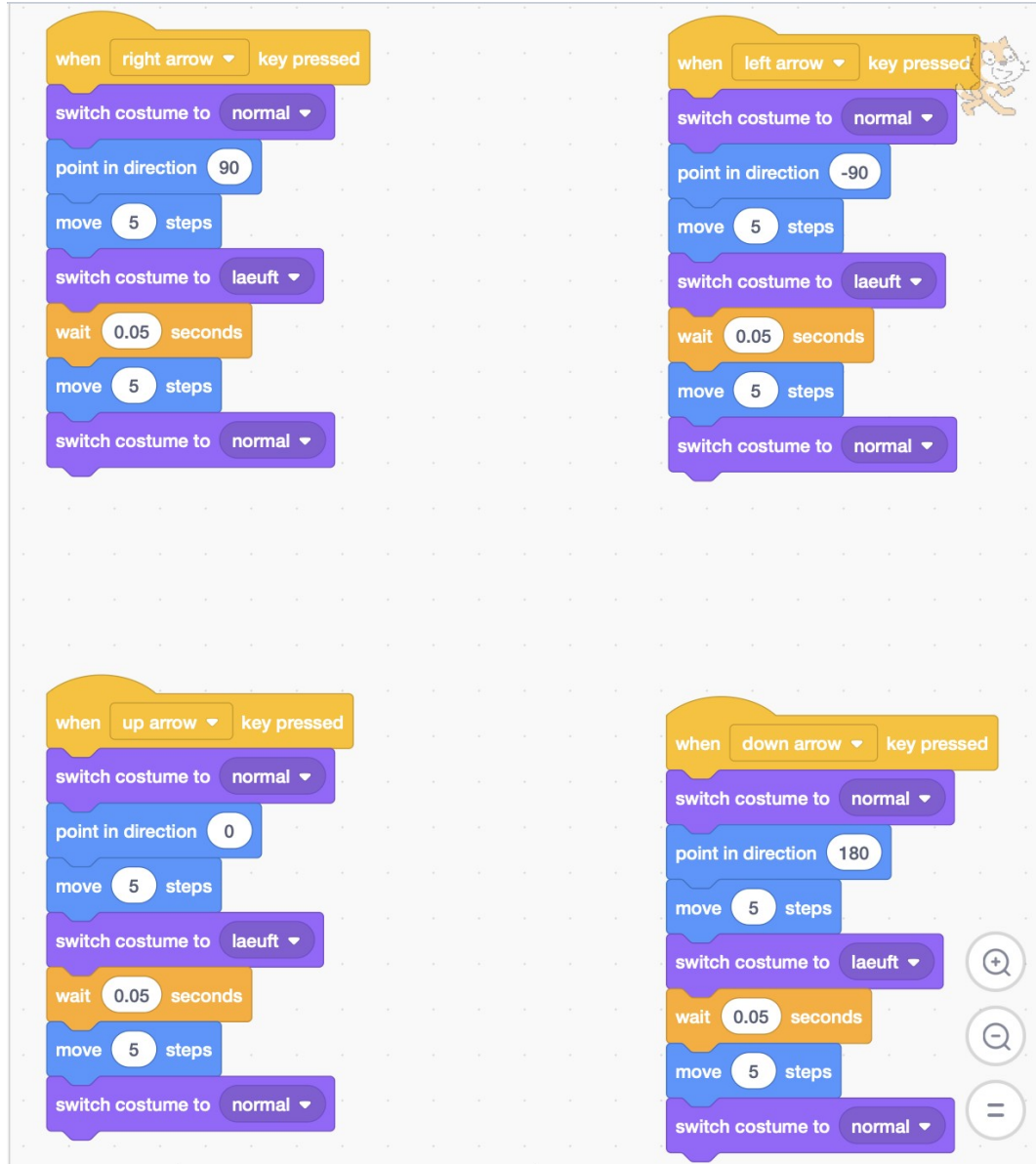




# The main character learns to walk



# The Main Character Learns to Walk

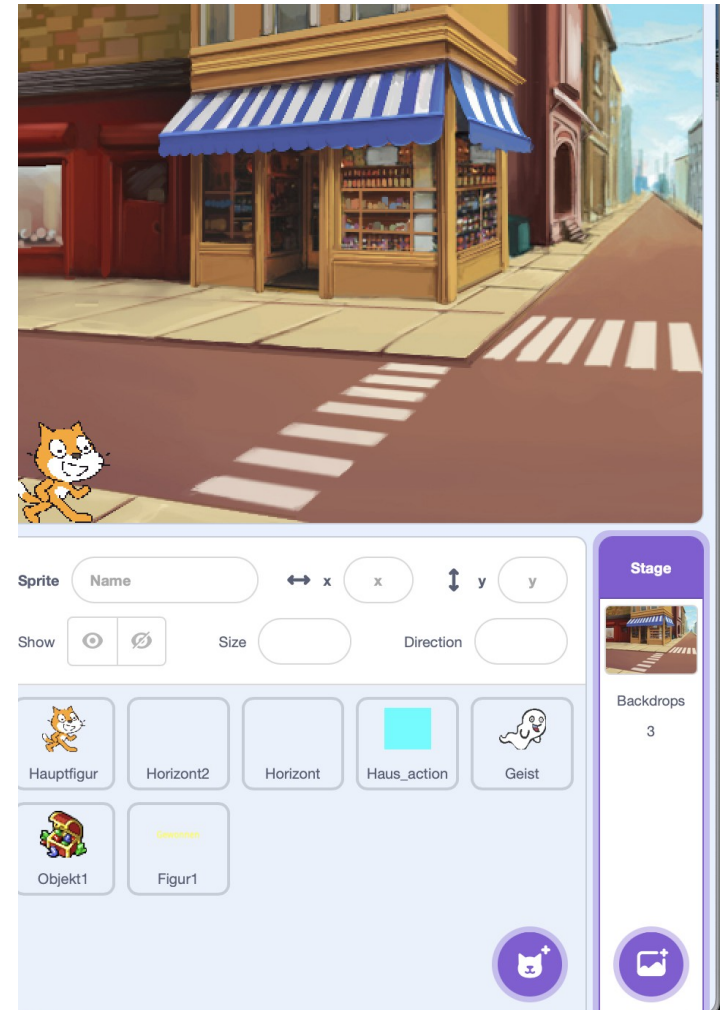
The image displays four Scratch scripts arranged in a 2x2 grid, each triggered by a specific arrow key press. Each script follows a similar sequence: switch costume to 'normal', point in a specific direction, move 5 steps, switch costume to 'laeuft', wait 0.05 seconds, move 5 steps, and switch costume back to 'normal'.

- Top Left Script:** Triggered by 'right arrow' key pressed. Direction is set to 90.
- Top Right Script:** Triggered by 'left arrow' key pressed. Direction is set to -90.
- Bottom Left Script:** Triggered by 'up arrow' key pressed. Direction is set to 0.
- Bottom Right Script:** Triggered by 'down arrow' key pressed. Direction is set to 180.

# The Stage



- We'll choose a background for the stage
- On the right side you will find the stage



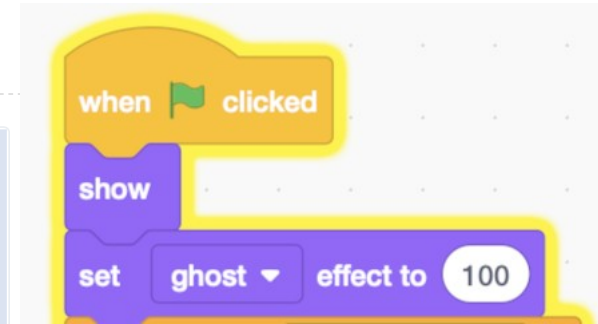
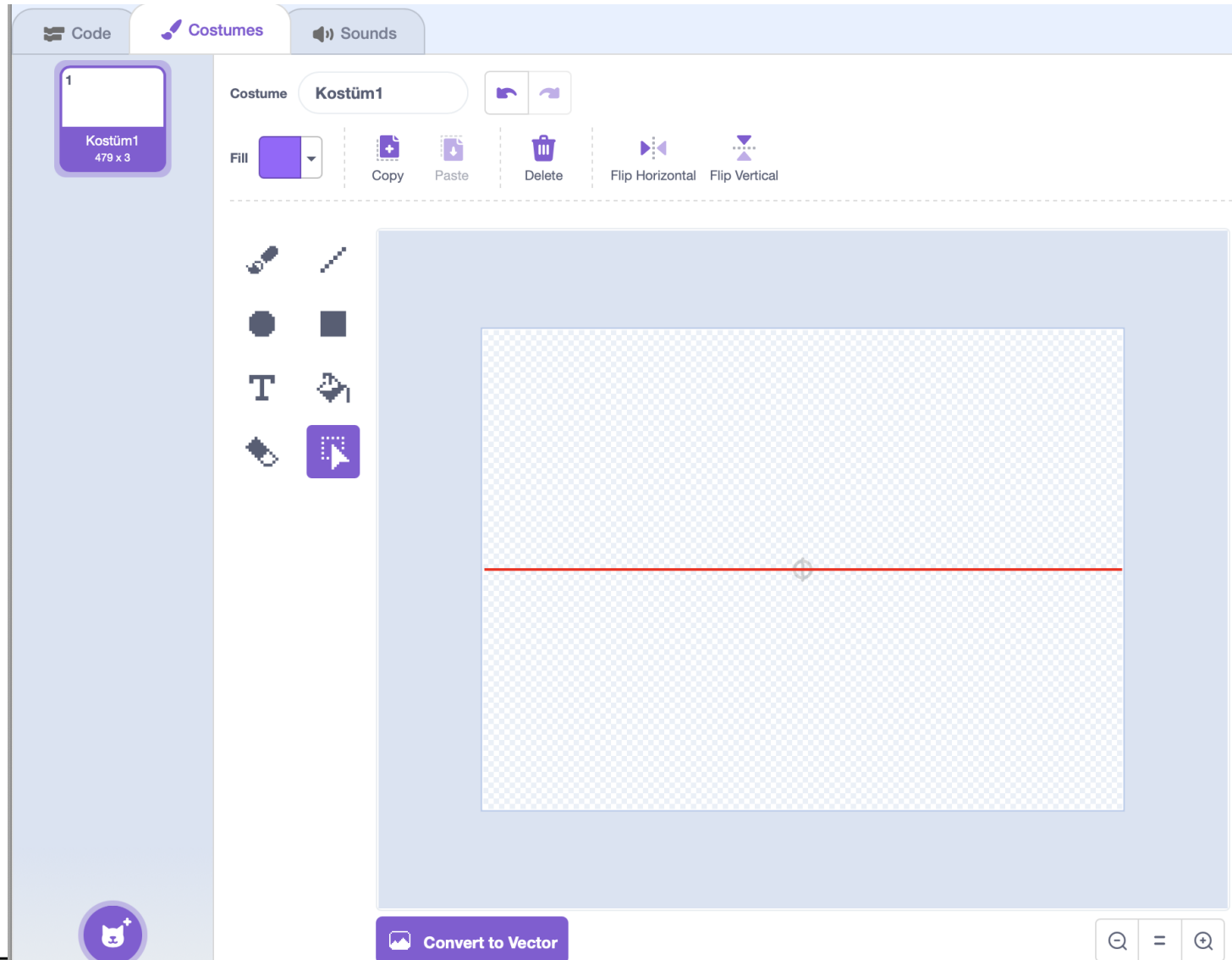
# The Imaginary Horizon



- The main character must only walk where we allow it
- For that we need a new character without a costume and draw a red line in the editor.









# The Imaginary Horizon

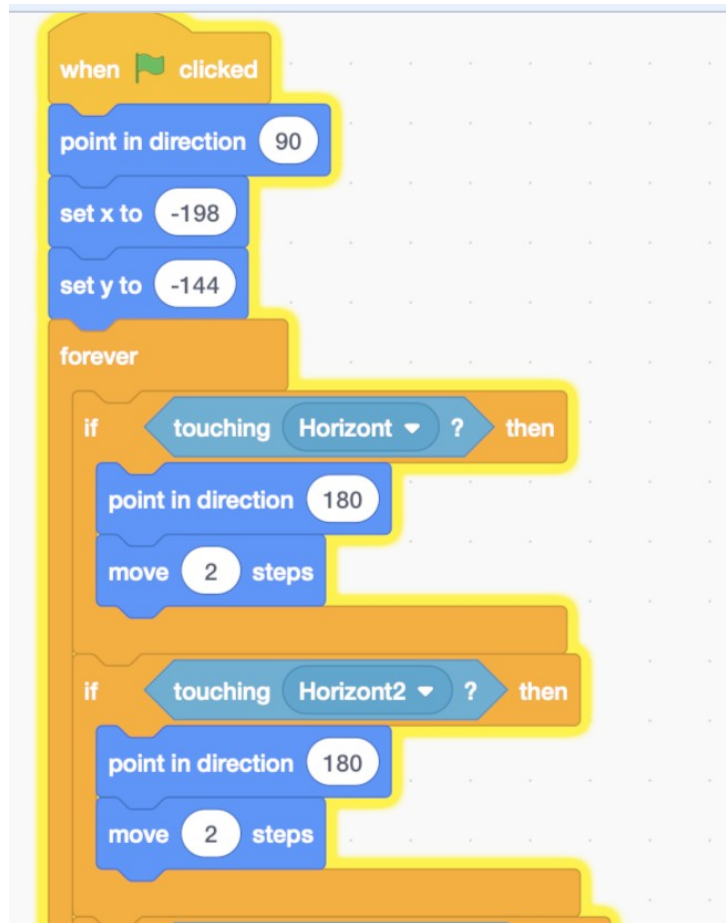


- The main character must stay under the line
- For that we have to check if the character touches the line. If that happens it shall move 2 steps back.





# The Imaginary Horizon



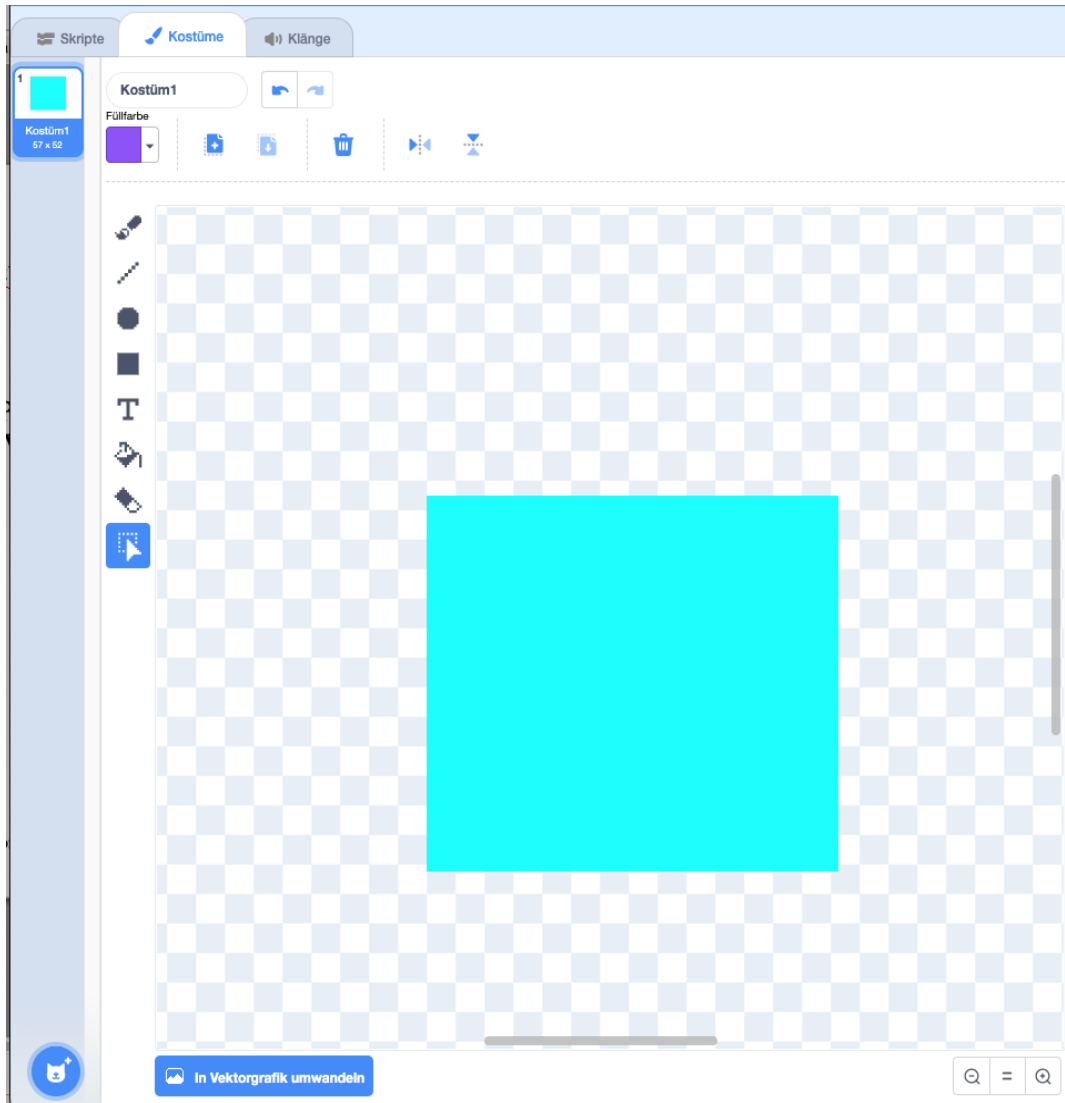
# The First Action Point



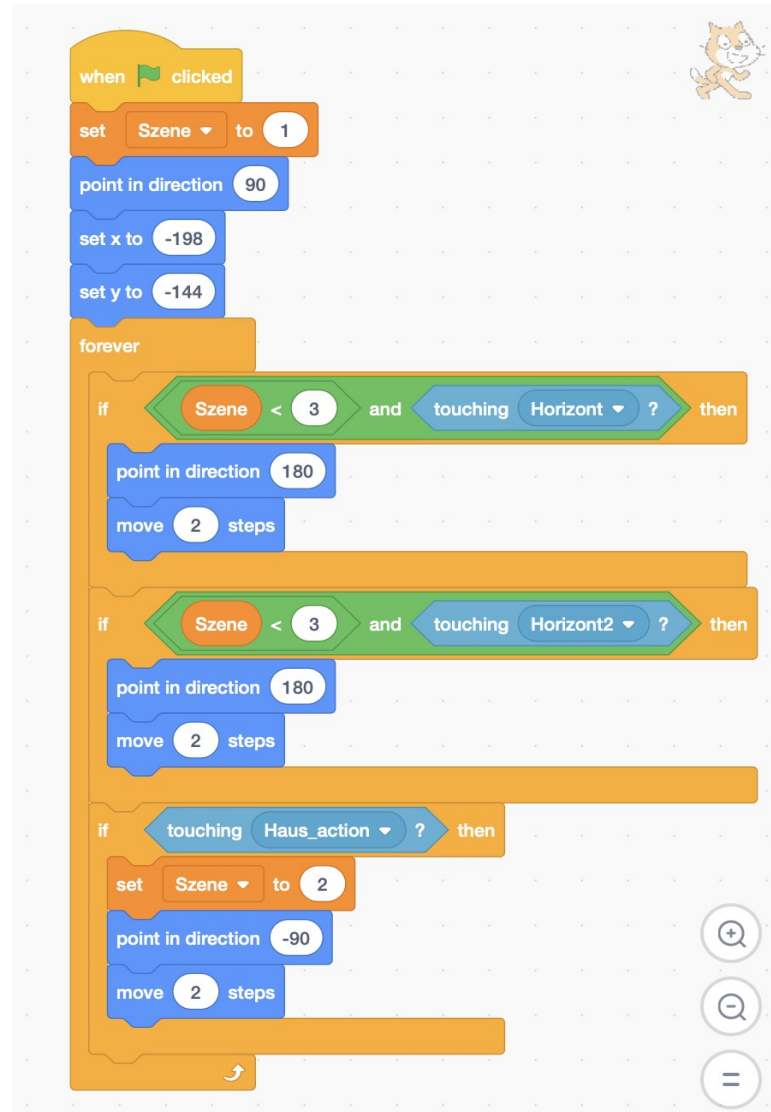
- If the main character touches a certain point something shall happen.
  - The „certain point“ is the blue rectangle.



# The First Action Point



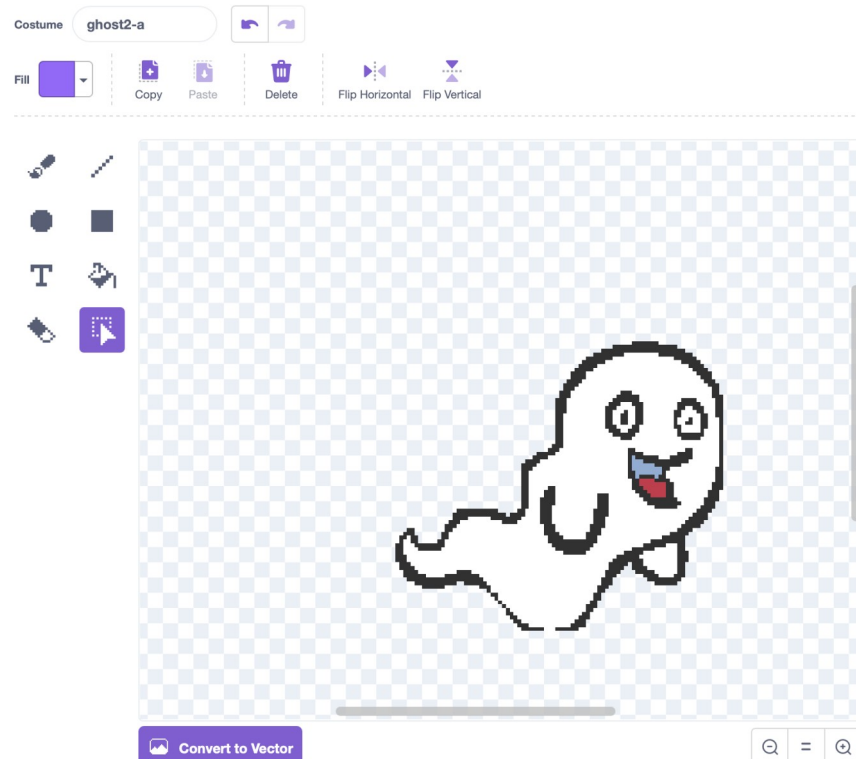
# The First Action Point



# A New Friend



- A second character appears
  - Choose another character with a ghost costume.





# A New Friend



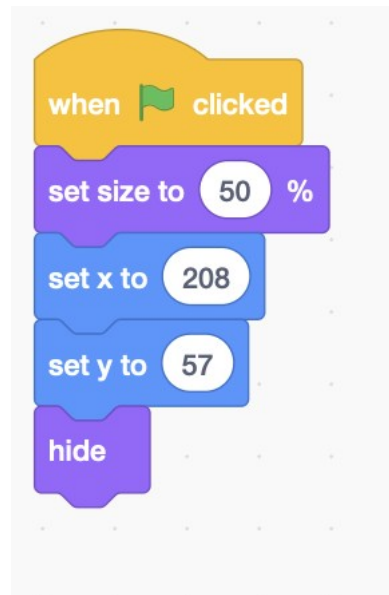
- The ghost character should be invisible at the start of the game.







# A New Friend



# A New Friend



- The ghost character should become visible once the blue rectangle is touched by the main character.





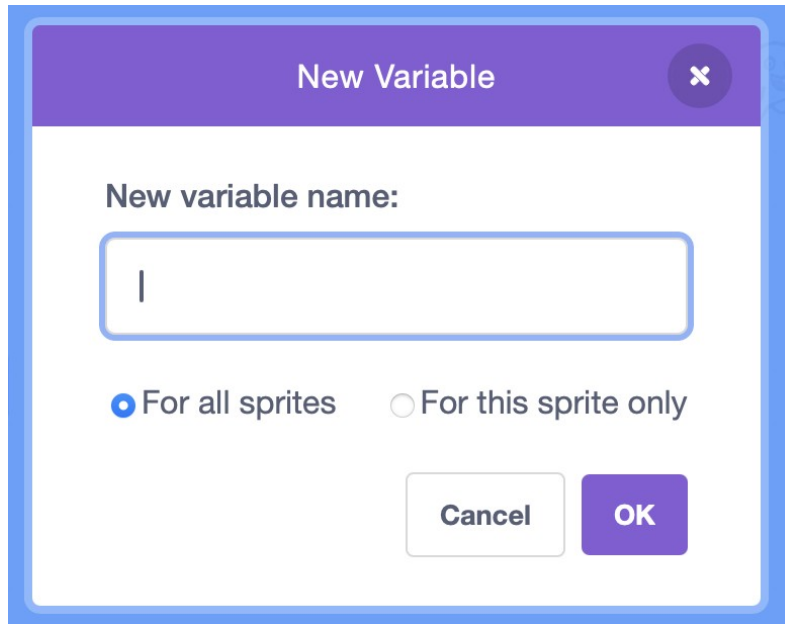
# A New Friend



- In order to make the ghost character visible we need a „variable“.



- Something will happen
- We will create our own variable called “scene”.
  - You can find variables at the very bottom (dark orange) → click “new variable”.
  - Set the variable to ‘1’ when the game begins.

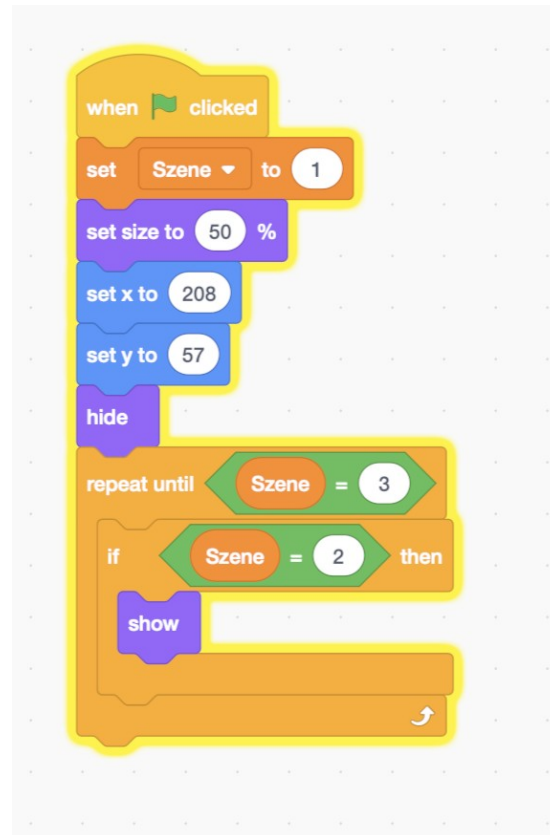



## A New Scene



- Set the variable to '2' when the main character touches the blue rectangle.
  - → once the variable is set to '2' the ghost character shall get visible.

# A New Scene





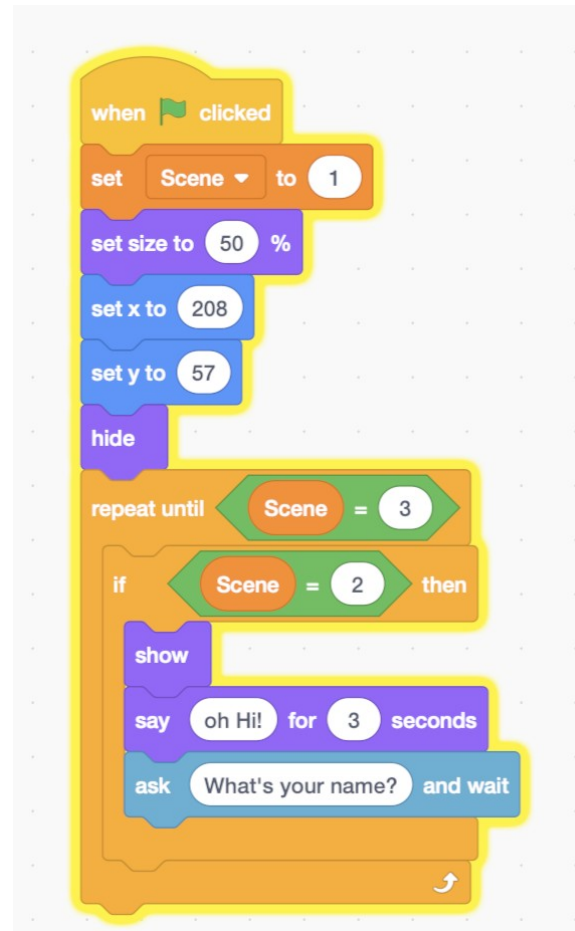
# A New Scene



- Let the second character greet the main character.
- Ask the main character for it's name.



# A New Scene



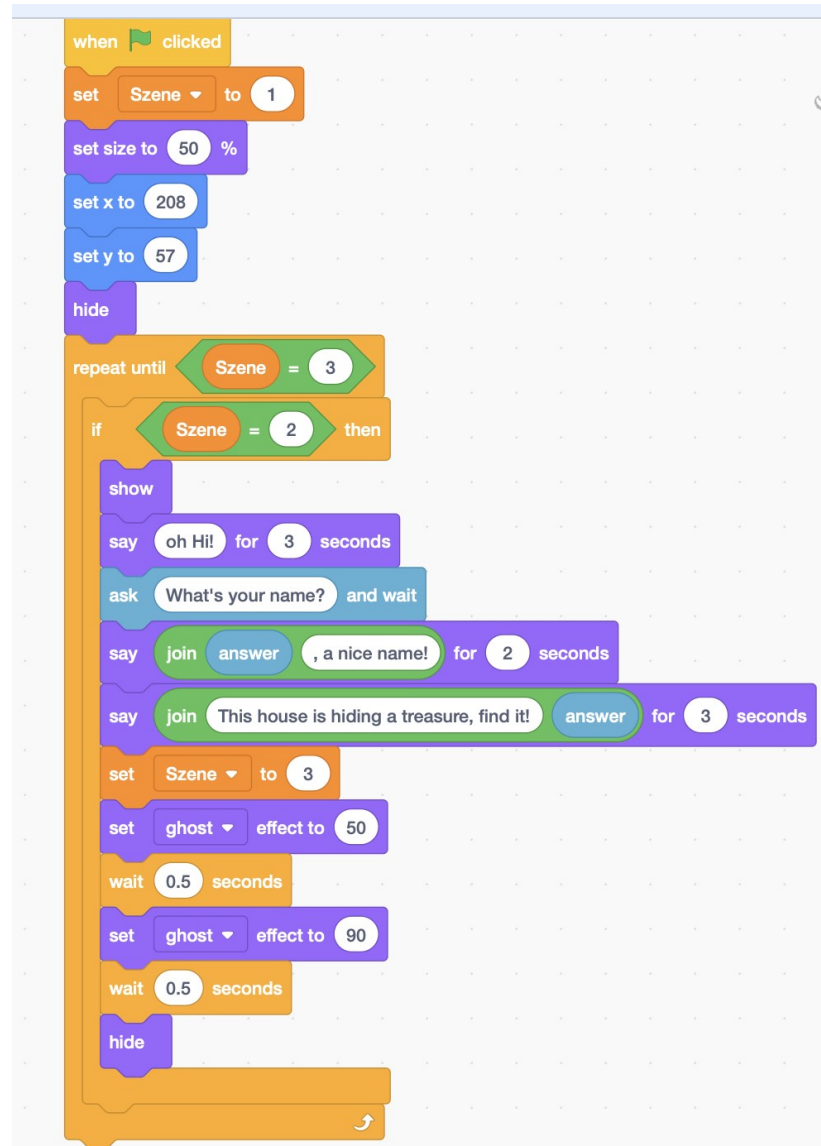


## A New Scene



- Let the ghost character answer that this is a nice name!
- The ghost shall say that a treasure is hidden in house and that the main character should search for it.
- Afterwards the ghost should disappear slowly.
- Set the scene variable to '3'.

# A New Scene

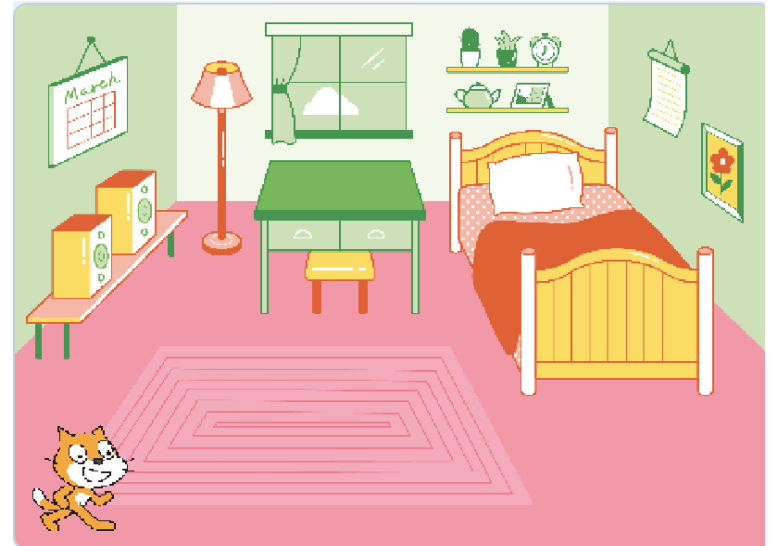




# To the Inside!



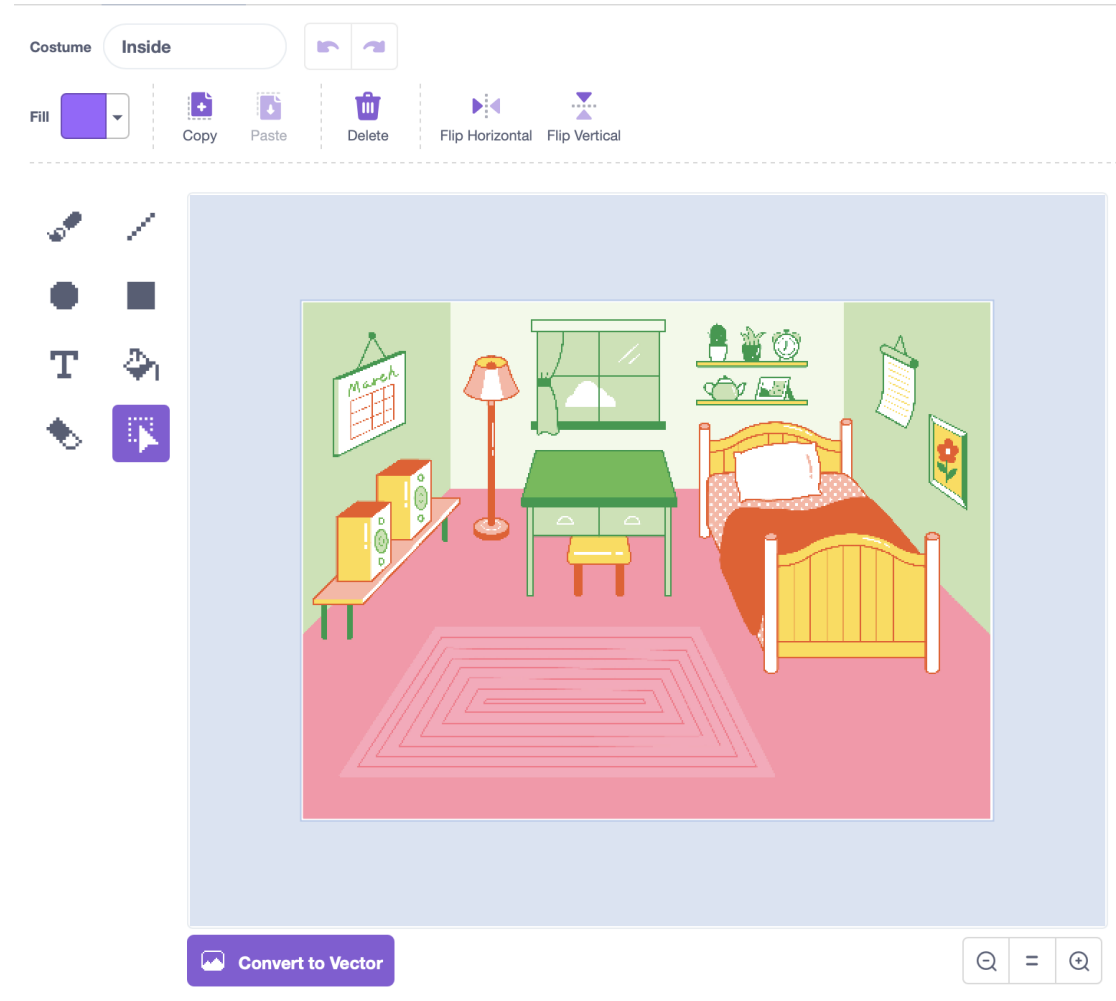
- We change the backdrop
  - Create a further backdrop for the inner part of the house.
  - Change to the new backdrop as soon as



# To the Inside!



- Go to 'stage' on the right side
- Then, in the lower right „choose a backdrops“.
- Choose a background from the shown images.

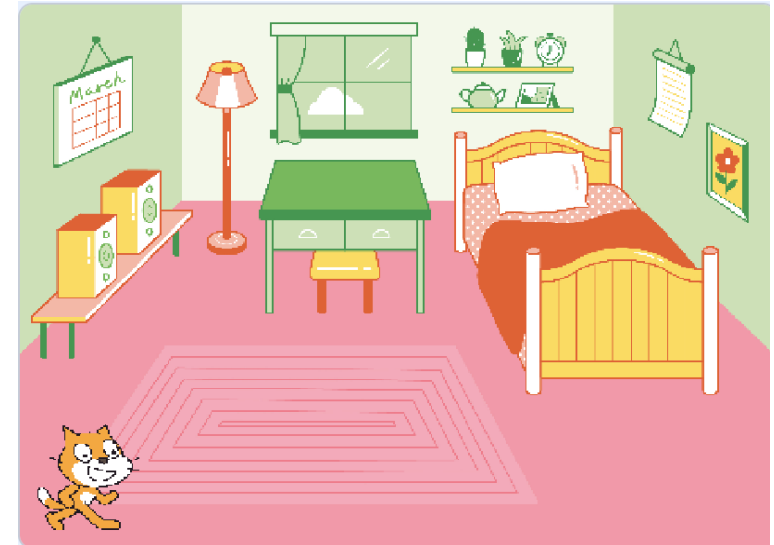




## To the Inside!



- We change the backdrop
- Change the backdrop as soon the second character has disappeared and the scene variable has the value '3'.





### Variables

Make a Variable

☐ Szene

set Szene to 0

change Szene by 1

show variable Szene

hide variable Szene

Make a List

### My Blocks

Make a Block

```

when clicked
  switch backdrop to Street
  forever
    if Szene = 3 then
      switch backdrop to Inside
  
```





# A Treasure Appears!



- Inside the house a treasure will appear.
  - We need a further character with a treasure costume.
  - It must not be visible
  - (optionally you can give it a random position)



**Variables**

Make a Variable

☐ Scene

set Scene to 0

change Scene by 1

show variable Scene

hide variable Scene

Make a List

**My Blocks**

Make a Block

when clicked

hide

when backdrop switches to Inside

forever

if Scene = 3 then

go to random position

repeat until Scene > 4

show

set ghost effect to 100

# The End

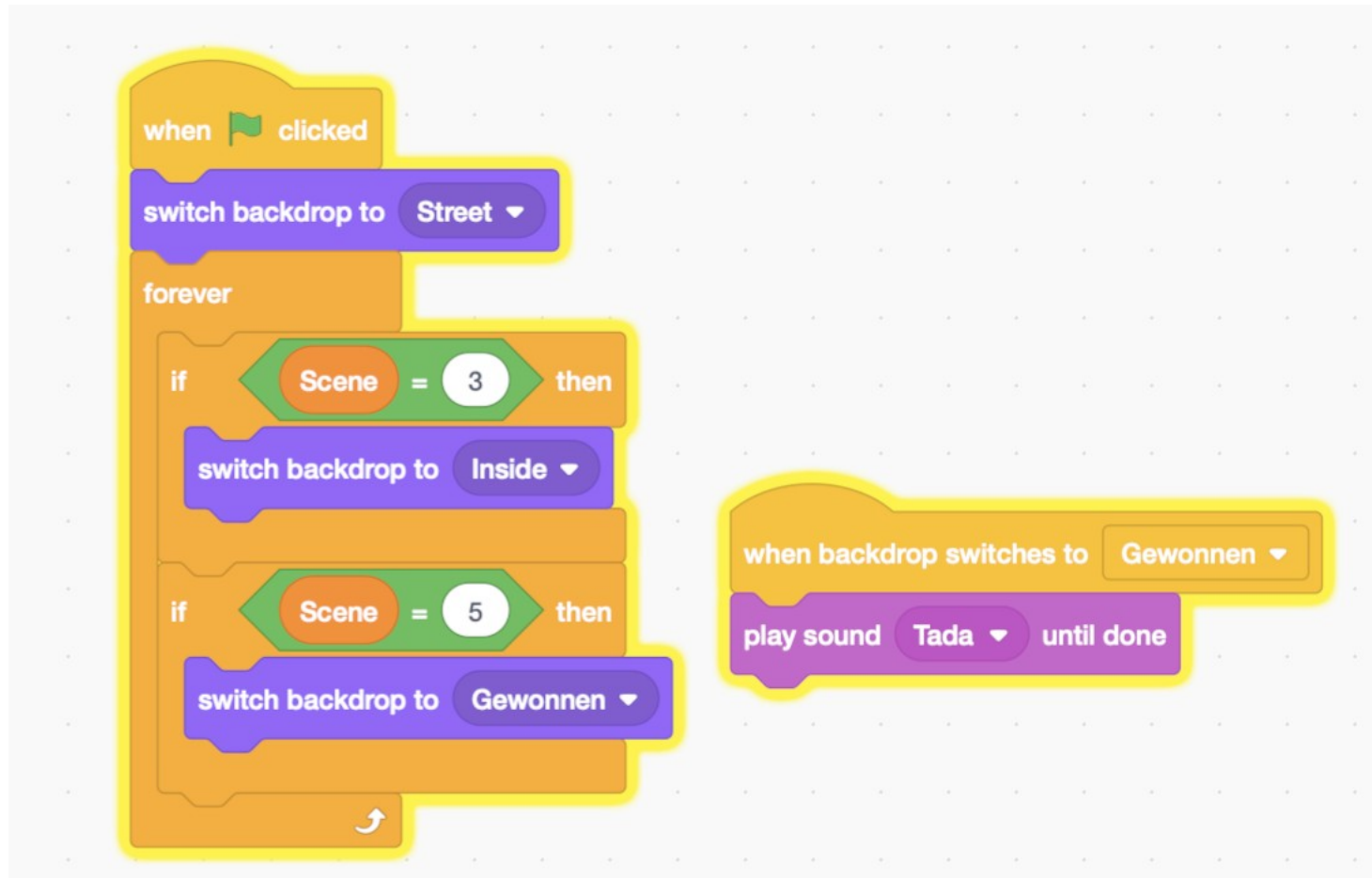


- The game is finished as soon as the main character touches the treasure.
- The backdrop is changed to “won“.

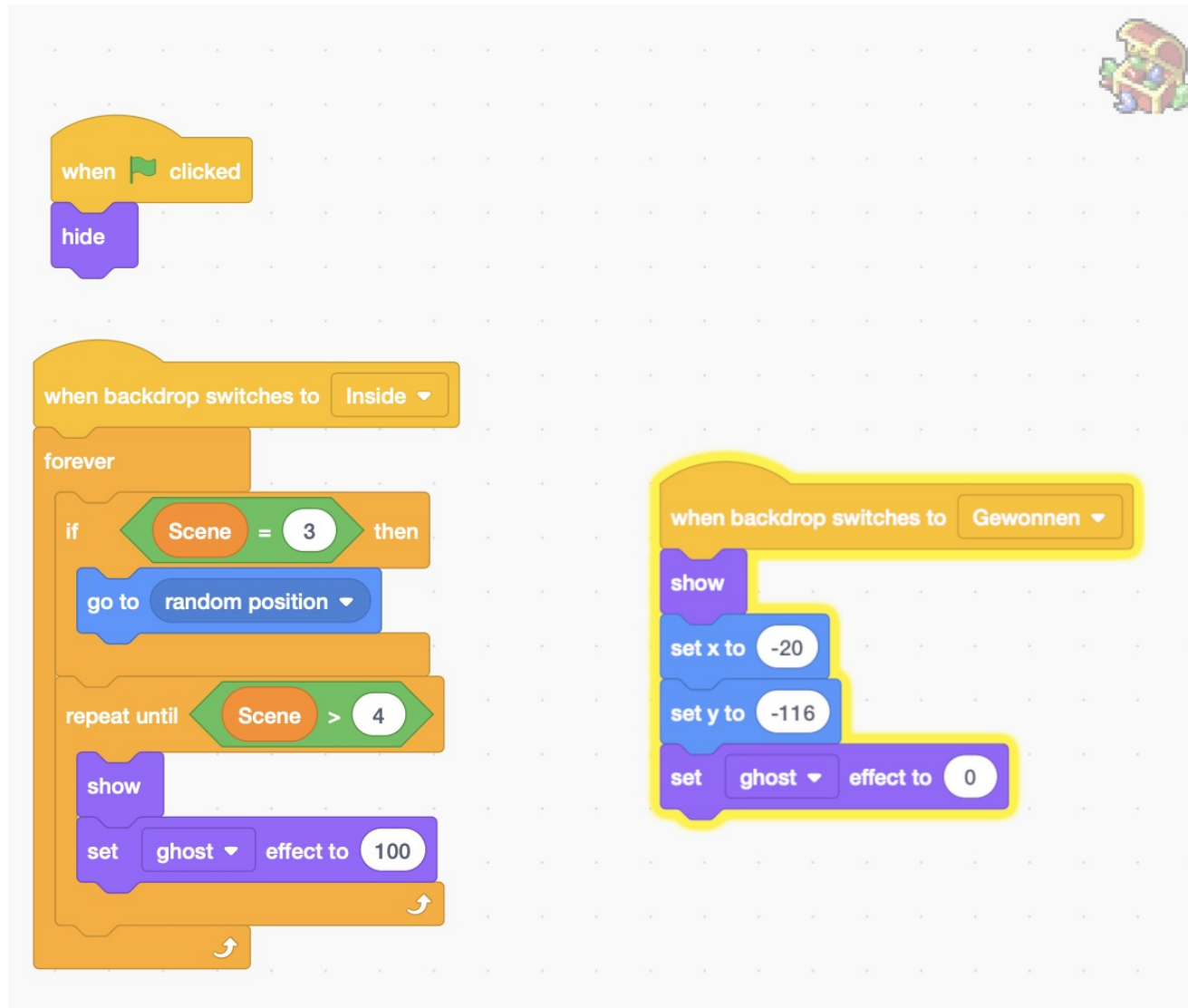




# The End (stage)

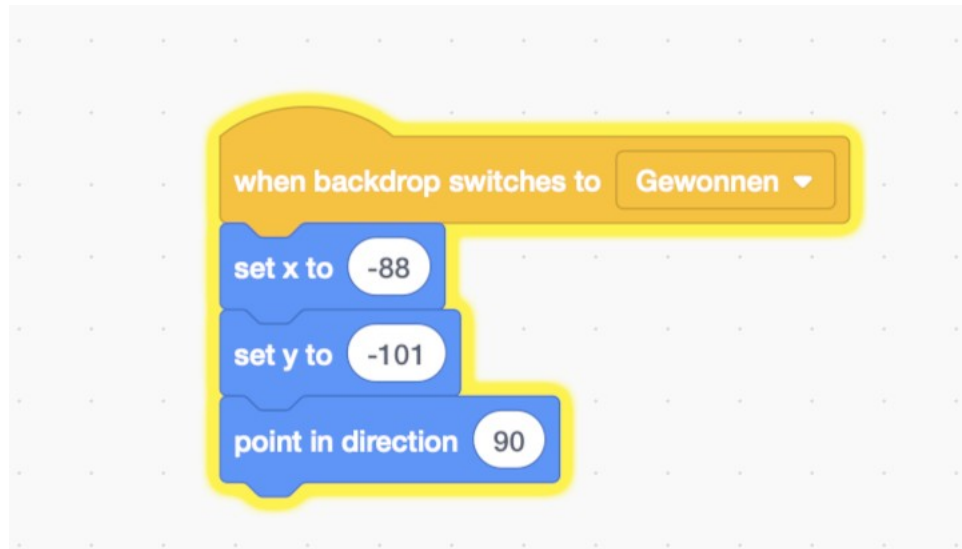


# The End (Treasure)





# The End(Main Character)



# The End (Ghost)

