

TITLE : Jump v06

CREATOR : MrBraun

DESCRIPTION : GOAL: Squash your <kodu> opponent!

Using the input of <sensor.microbit>, Player 1 <kodu> and Player 2<kodu> to move independantly with <filter.microbit.tilt>

Using the input of <gamepad>, Player 1 <kodu>and Player 2 <kodu>move independently with <ls> and press Button [A]

Using the input of <keyboard> / <mouse>, Player 1 <kodu>and Player 2 <kodu>move independently. Control movement

Date : 3/14/2017 7:30 PM

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Kodu 1

Page 1

- 1 WHEN BBC micro:bit player 1 tilt -- DO move
- 2 WHEN gamepad player 1 L stick -- DO move
- 3 WHEN keyboard WASD -- DO move
- 4 WHEN BBC micro:bit player 1 A button -- DO jump
- 5 WHEN gamepad player 1 A button -- DO jump
- 6 WHEN keyboard Space -- DO jump
- 7 WHEN bumped above -- DO squash me

Kodu 2

Page 1

- 1 WHEN BBC micro:bit player 2 tilt -- DO move
- 2 WHEN gamepad player 2 L stick -- DO move
- 3 WHEN keyboard Arrows -- DO move
- 4 WHEN BBC micro:bit player 2 A button -- DO jump
- 5 WHEN gamepad player 2 A button -- DO jump
- 6 WHEN mouse left -- DO jump
- 7 WHEN bumped above -- DO squash me

Rock 1

Page 1

- 1 WHEN see squashed -- DO switch page 2

Page 2

- 1 WHEN timer seconds 2 -- DO
- 2 WHEN see squashed -- DO heal it 100 points
- 3 WHEN always -- DO switch page 1