Creating a Jumping Game in Scratch

This tutorial guides viewers through the creation of a jumping game in Scratch, a coding platform for beginners. The game features a character that jumps over moving obstacles.

Making the Character Jump

To create the jumping character, the user selects a character (e.g., a chick) and a backdrop (e.g., blue sky). Using code blocks, they define the character's jump motion by specifying changes in its Y position (height). A sound effect can be added to enhance the jump.

Creating Moving Obstacles

Next, an obstacle (e.g., an egg) is added and sized appropriately. Code blocks are used to have the obstacle glide across the screen. By placing the obstacle inside a forever loop, multiple obstacles can be generated continuously.

Stopping the Game

To stop the game when the character collides with an obstacle, a "stop all" block is used. It waits until the character touches the obstacle and then triggers the game to stop. To avoid having the character frozen in mid-air after colliding with an obstacle, its position is reset to the starting point when the game begins.

Adding More Obstacles and Keeping Score

By duplicating the egg obstacle, multiple obstacles can be created. To create a time delay between the

obstacles, a "wait" block is added before triggering their glide. For better visibility, the second obstacle is initially hidden and made visible later.

To add a scoring system, a variable called "score" is created. Every time the character successfully jumps over an obstacle, the score is increased. The score is reset to zero when the game restarts.

Enhancements and Conclusion

The tutorial concludes by encouraging viewers to explore enhancements, such as adding multiple obstacle types, changing backdrops based on score, and experimenting with other features in Scratch.

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