

Scratch Advanced

Session 1: Revision and Maze Creation

1. Revision of the Main Screen:

- Quick review of the Scratch interface.
- Refreshing knowledge of sprites, stages, and basic blocks.

2. Creating a Maze:

- Designing the maze background.
- Creating a sprite to navigate the maze.
- Implementing movement controls.
- Adding challenges like walls and obstacles.

Session 2: Building a JetPack Dodge Game

1. Designing the Game Background:

- Creating the game backdrop (e.g., sky, space).

2. Creating JetPack Character:

- Designing the jetpack sprite.
- Implementing controls for vertical and horizontal movement.

3. Game Mechanics:

- Adding obstacles (e.g., meteors, birds).
- Implementing dodge mechanics (collision detection).
- Adding a scoring system (points for dodging obstacles).

Session 3: Building a Car Racing Game

1. Designing the Track:

- Creating the race track background.
- Adding decorations and obstacles.

2. Creating Car Sprites:

- Designing car sprites.
- Implementing movement controls (using arrow keys or WASD).

3. Game Mechanics:

- Adding lap counters.
- Implementing collision detection (e.g., going off the track).
- Adding a start and finish line.

Session 4 & 5 & 6: Building a Paper Plane Game

Session 4: Starting the Paper Plane Game

1.Designing the Paper Plane:

- Creating the paper plane sprite.
- Designing the background (sky, clouds, etc.).

2.Implementing Plane Controls:

- Adding movement controls for the paper plane.
- Implementing smooth flight mechanics.

Session 5: Continuing the Paper Plane Game

1.Adding Obstacles and Challenges:

- Adding birds, balloons, and other flying obstacles.
- Implementing collision detection for obstacles.

2.Scoring Mechanism:

- Implementing a scoring system (e.g., collecting stars or coins).

Session 6: Finishing the Paper Plane Game

1.Adding Sound Effects and Animations:

- Implementing sound effects for flying, collisions, and scoring.
- Adding animations for smooth transitions and interactions.

1.Testing and Debugging:

- Playtesting the game to identify and fix any issues.
- Ensuring the game is fully functional.
- Preparing the game for presentation or sharing.