



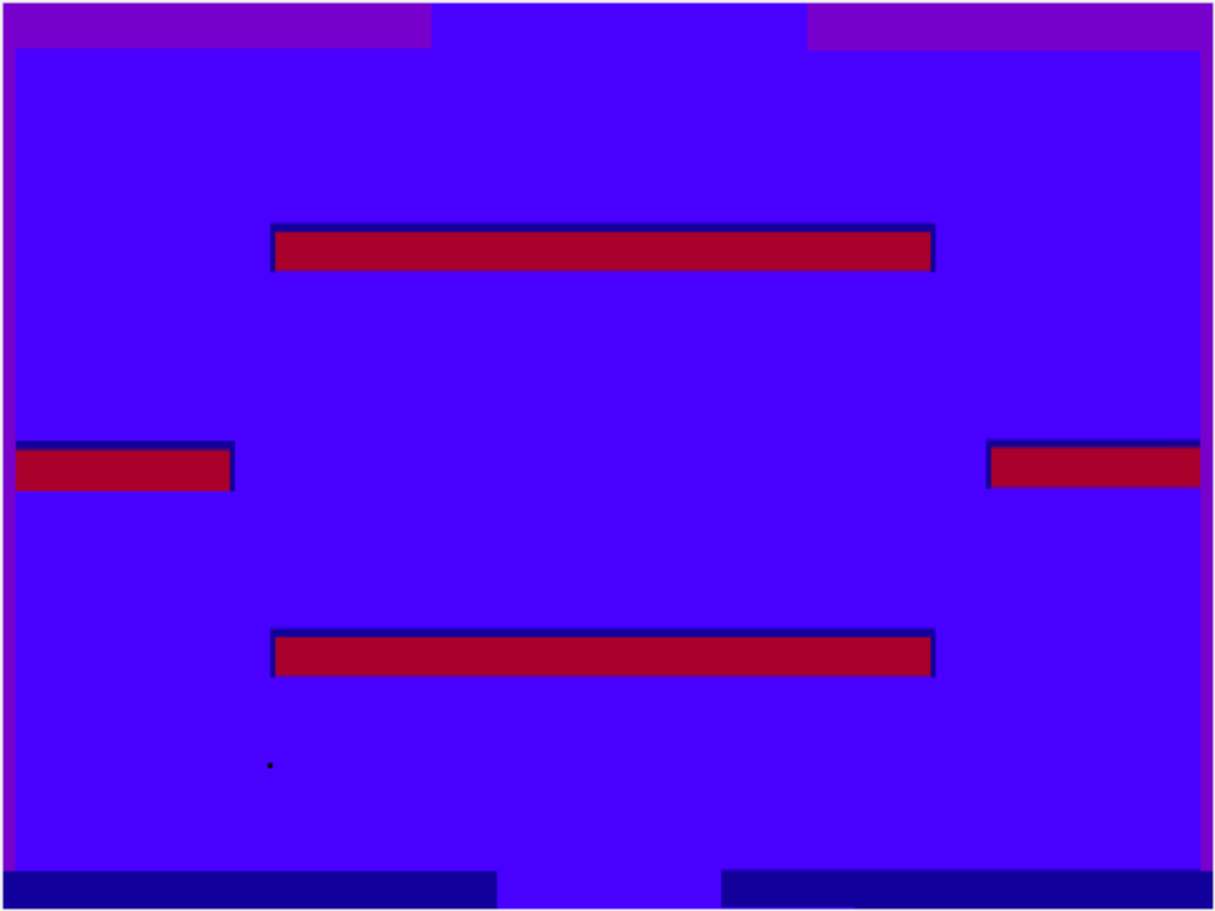
Ridgefield Park, NJ

# CoderDojo

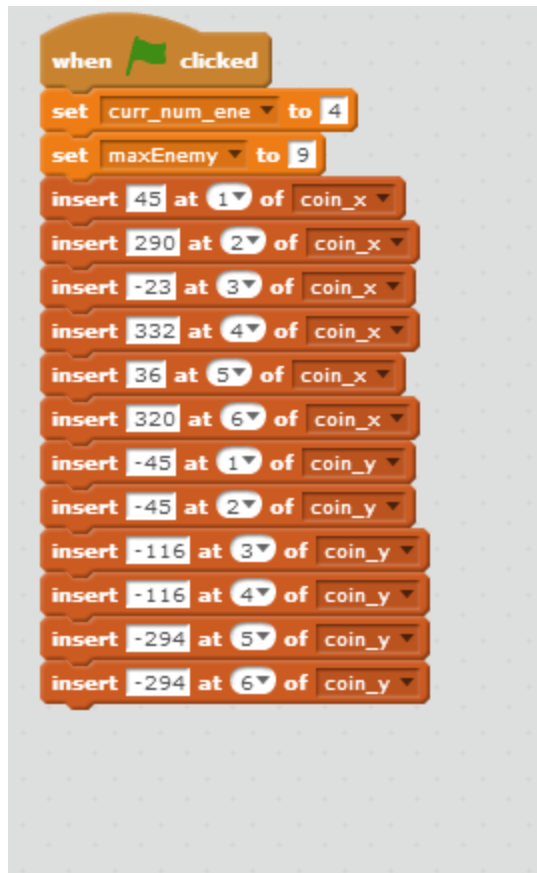
Super Coin Platformer

Scratch Edition

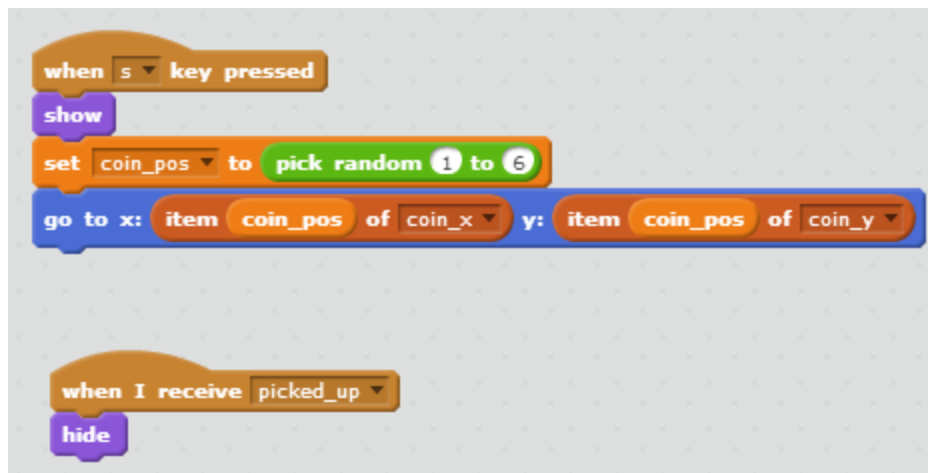
Base Backdrop Image



## Backdrop Script



## Coin Scripts



## Player Sprite Script 1

```

when green flag clicked
show
switch costume to costume1
forever
  if key right arrow pressed? and abs of xvelocity < maxspeed then
    change xvelocity by 2
  if key left arrow pressed? and abs of xvelocity < maxspeed then
    change xvelocity by -2
  if touchingcolor blue? then
    if abs of xvelocity < 25 then
      switch costume to costume1
    else
      set c to round timer * 10 mod 3
      if c > 1 then
        switch costume to c
        set maxEnemy to 3
  if key up arrow pressed? or key space pressed? then
    set yvelocity to 11
    switch costume to costume2
  else
    set yvelocity to 1
  set xvelocity to xvelocity * 0.75
  change yvelocity by -1
  change x by xvelocity
  change y by yvelocity
  if xvelocity < 0 then
    point in direction 90
  else
    point in direction 270
  if touchingcolor blue? then
    if x position > 0 then
      change x by -10
    else
      change x by 10
  if touchingcolor yellow? then
    change score by 5
    broadcast picked up
  if touchingcolor red? then
    hide
    broadcast GameOver
  
```

## Player Sprite Script 2

```

when green flag clicked
hide
set maxspeed to 5
set xvelocity to 0
set yvelocity to 0
set score to 0
go to x: 0 y: 0
set rotation style left-right
  
```

### BadGuys Script 1



```
when s key pressed
  show
  go to x: 0 y: 220
  set cloneNum to 0
  if round pick random 0 to 1 = 0 then
    set eneDir to 1
  else
    set eneDir to -1
  repeat (maxEnemy - curr_num_ene - 1)
    change cloneNum by 1
    create clone of myself
    wait 4 secs
  forever
    if on edge, bounce
    change x by (eneDir * 3)
    if touching color ? then
      set eneDir to (eneDir * -1)
    repeat until touching color ?
      change y by -5
      wait 0.094 secs
    change y by 0
```

when s key pressed

- show
- go to x: 0 y: 220
- set cloneNum to 0
- if round pick random 0 to 1 = 0 then
  - set eneDir to 1
- else
  - set eneDir to -1
- repeat (maxEnemy - curr\_num\_ene - 1)
  - change cloneNum by 1
  - create clone of myself
  - wait 4 secs
- forever
  - if on edge, bounce
  - change x by (eneDir \* 3)
  - if touching color ? then
    - set eneDir to (eneDir \* -1)
  - repeat until touching color ?
    - change y by -5
    - wait 0.094 secs
  - change y by 0

### BadGuys Script 2



```
when I receive picked_up
  hide
  set myID to 0
  repeat (curr_num_ene - 1)
    change myID by 1
    delete this clone
  stop other scripts in sprite
```

when I receive picked\_up

- hide
- set myID to 0
- repeat (curr\_num\_ene - 1)
  - change myID by 1
  - delete this clone
- stop other scripts in sprite

### BadGuys Script 3



```
when I start as a clone
show
turn 0 degrees
set myID to cloneNum
if round pick random 0 to 1 = 0 then
  set eneDir to 1
else
  set eneDir to -1
forever
  if on edge, bounce
  change x by eneDir * 5
  if touching color ? then
    set eneDir to eneDir * -1
  repeat until touching color ?
    change y by -5
    wait 0.094 secs
  change y by 0
```

when I start as a clone

show

turn 0 degrees

set myID to cloneNum

if round pick random 0 to 1 = 0 then

set eneDir to 1

else

set eneDir to -1

forever

if on edge, bounce

change x by eneDir \* 5

if touching color ? then

set eneDir to eneDir \* -1

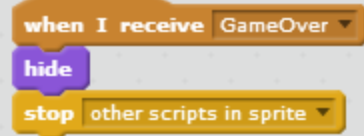
repeat until touching color ?

change y by -5

wait 0.094 secs

change y by 0

### BadGuys Script 4



```
when I receive GameOver
hide
stop other scripts in sprite
```

when I receive GameOver

hide

stop other scripts in sprite

## Game Over Scripts



## Start Scripts

