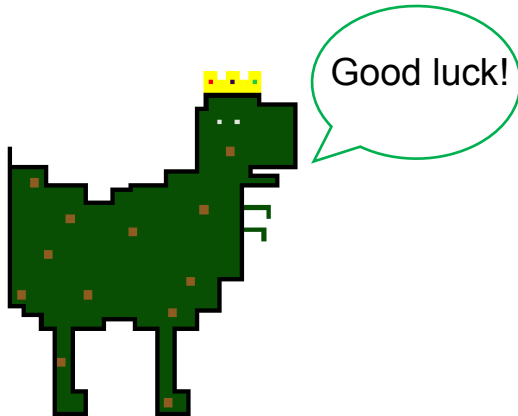




Challenges

'Hugo the Dinosaur' Challenges



Good luck!

Congratulations! You have completed the game tutorial. Now you have something working, why not have a go at Hugo's advanced challenges?

Challenge 1: Head start

You had the opportunity to adjust Hugo's speed in the main tutorial, but he rather likes the sound of a speed boost! You can alter the distance that Hugo covers, which is effectively an extra speed boost. Increasing the distance that Hugo travels will make the game easier, but reducing it will make it harder!

You can do this by editing the block below:

Configure Dinosaur Game Dinosaur Position 50

Configure Dinosaur Game Dinosaur Position 500

The number you can alter in the 'Dinosaur position' block controls Hugo's starting position. See what happens if you change it? Does Hugo complete the course quicker?

Challenge 2: Clouds

If you want to play around with the world the game is set in, you can edit the speed and frequency the clouds flow past in the background to the game, by using the cloud block.

Configure Dinosaur Game Cloud Frequency 100

Try altering the frequency of the clouds using this block, and see what happens.

Challenge 4: Gravity

Configure Dinosaur Game

Gravity Value: 0.6

Increasing the gravity within the game drags Hugo down quicker, meaning that he can't jump as high. This does change the game dynamics quite a lot, and even more so when combined with other blocks! But what happens if gravity is decreased? Why not experiment with both the gravity and other blocks, and see just how important gravity is!

Change it to make Hugo jump higher. By increasing the gravity (up to a maximum of 20), Hugo will be able to jump higher and faster, but decreasing it will slow him up. Experiment with the gravity values and see what happens. Maybe even combine this with the 'jumping' block from the main tutorial?

Challenge 5: Combining blocks

Your final challenge is to plug multiple blocks together. What happens if you increase the gravity, but lower the speed? Or if you increase the speed but lower the jump height? Put some blocks together and observe the effects.

You can combine these blocks together to make your own levels, with various levels of difficulty. Some examples of what you can do are below:

Configure Dinosaur Game

Gravity Value: 0.6

Dinosaur Speed 10

Enemy Frequency 120

Configure Dinosaur Game

Dinosaur Position 50

Dinosaur Speed 6

Jump Height Value: -10

Configure Dinosaur Game

Jump Height Value: -10

Dinosaur Position 50

Configure Dinosaur Game

Enemy Frequency 120

Cloud Frequency 100