



# **Building a Scratch 3 Game Development Toolkit**

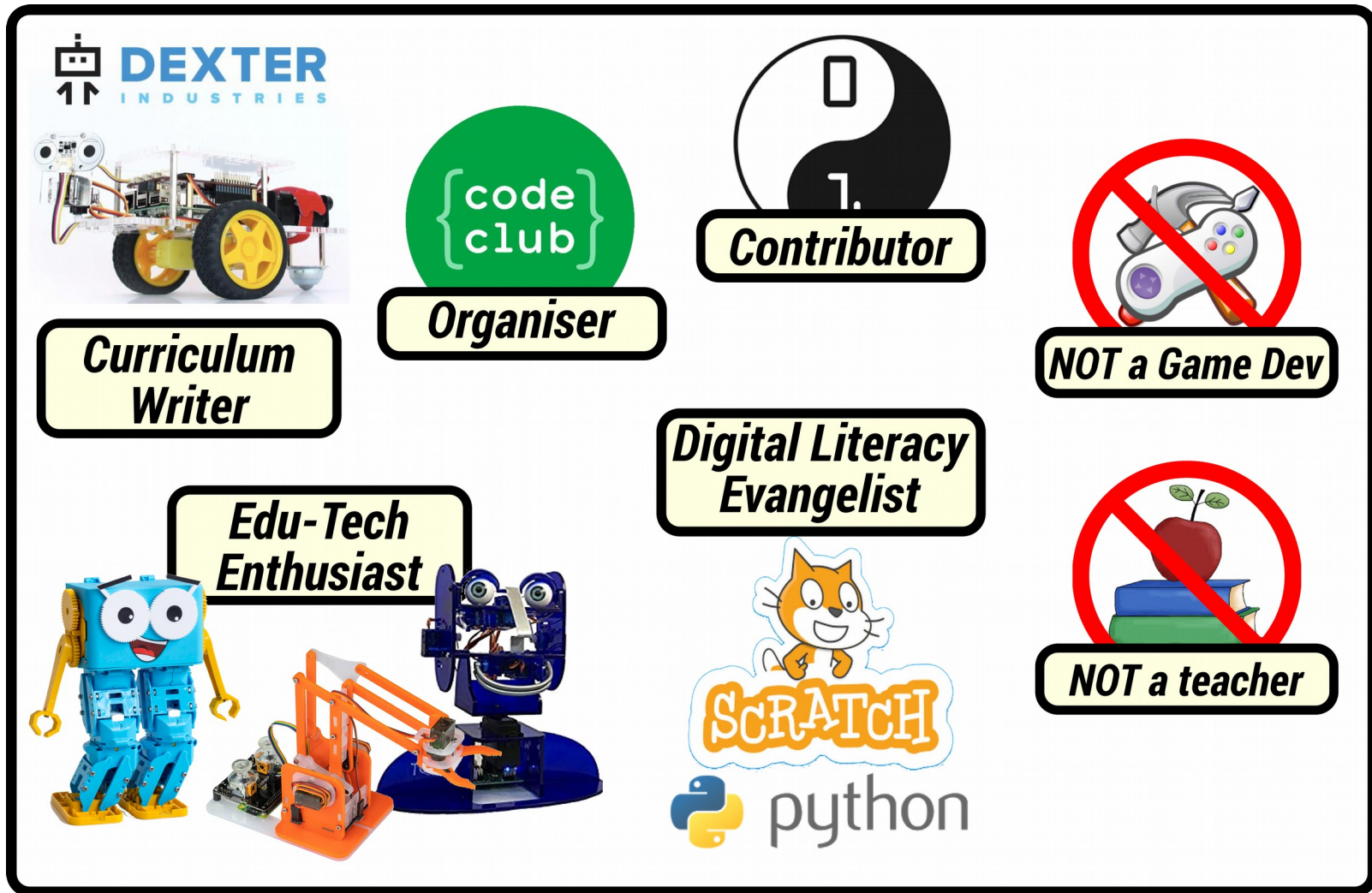
*Laurence Molloy*

 @MolloyLaurence  
 [laurence.molloy@gmail.com](mailto:laurence.molloy@gmail.com)

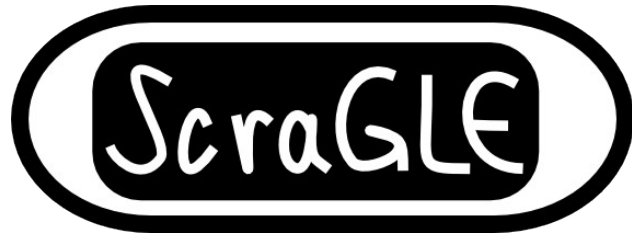


**23-25 August 2019**

# Who (...am I?)



# What (...is ScraGLE?)

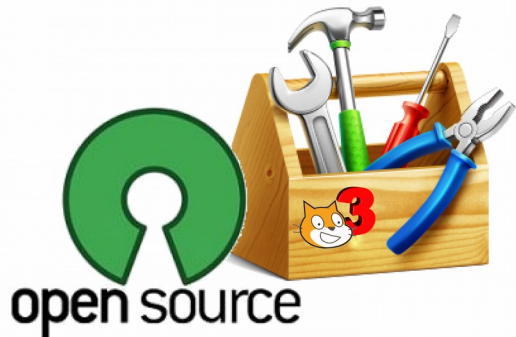


**S**cratch  
**G**ame  
**L**ibrary for  
**E**ducators





# What (...is ScraGLE?)



**Scratch 3 Game  
Development Toolkit**



**Demo Code**



**Supporting  
Documentation**



**Curriculum**

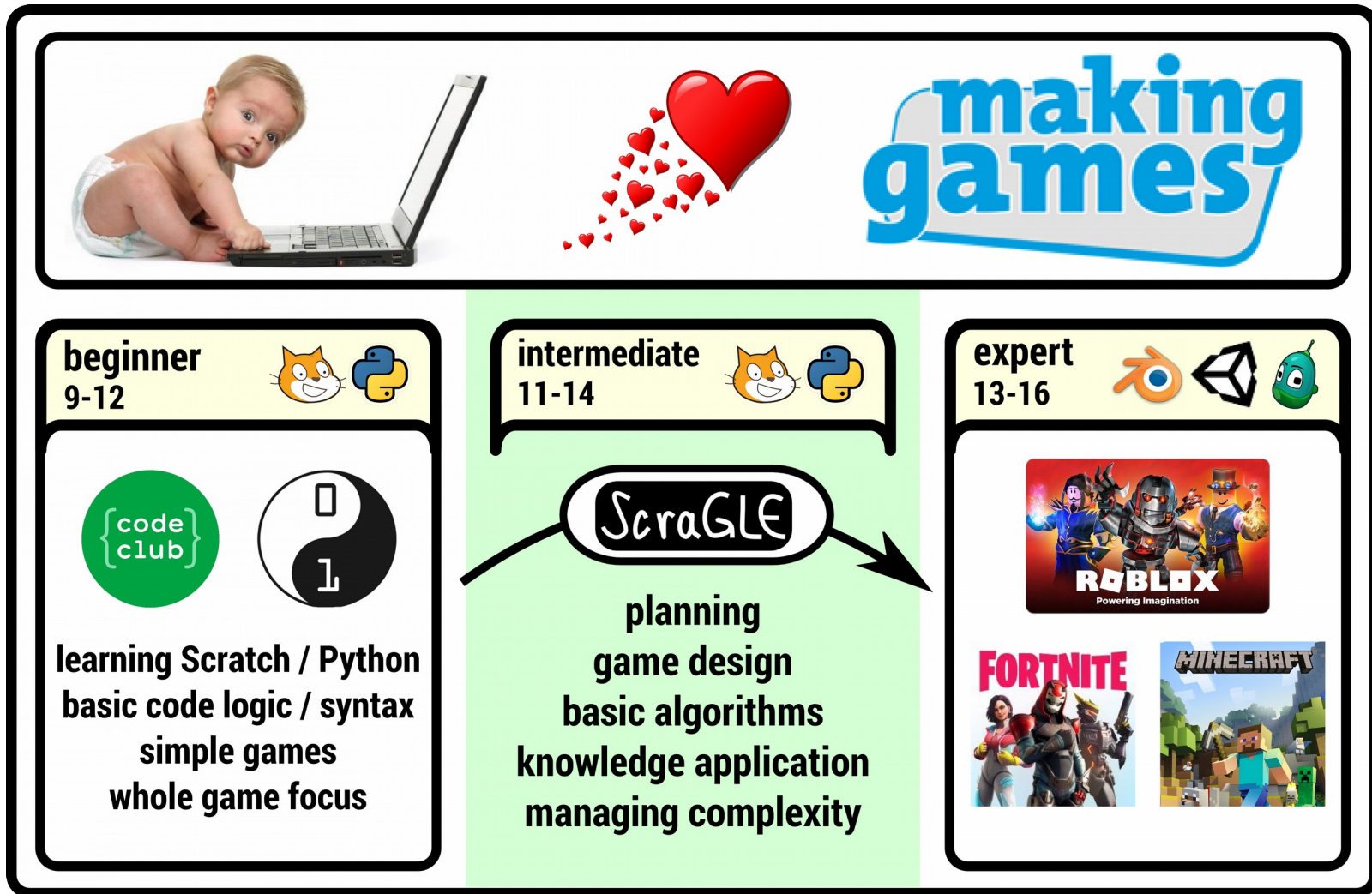


**Game-Ready Assets**

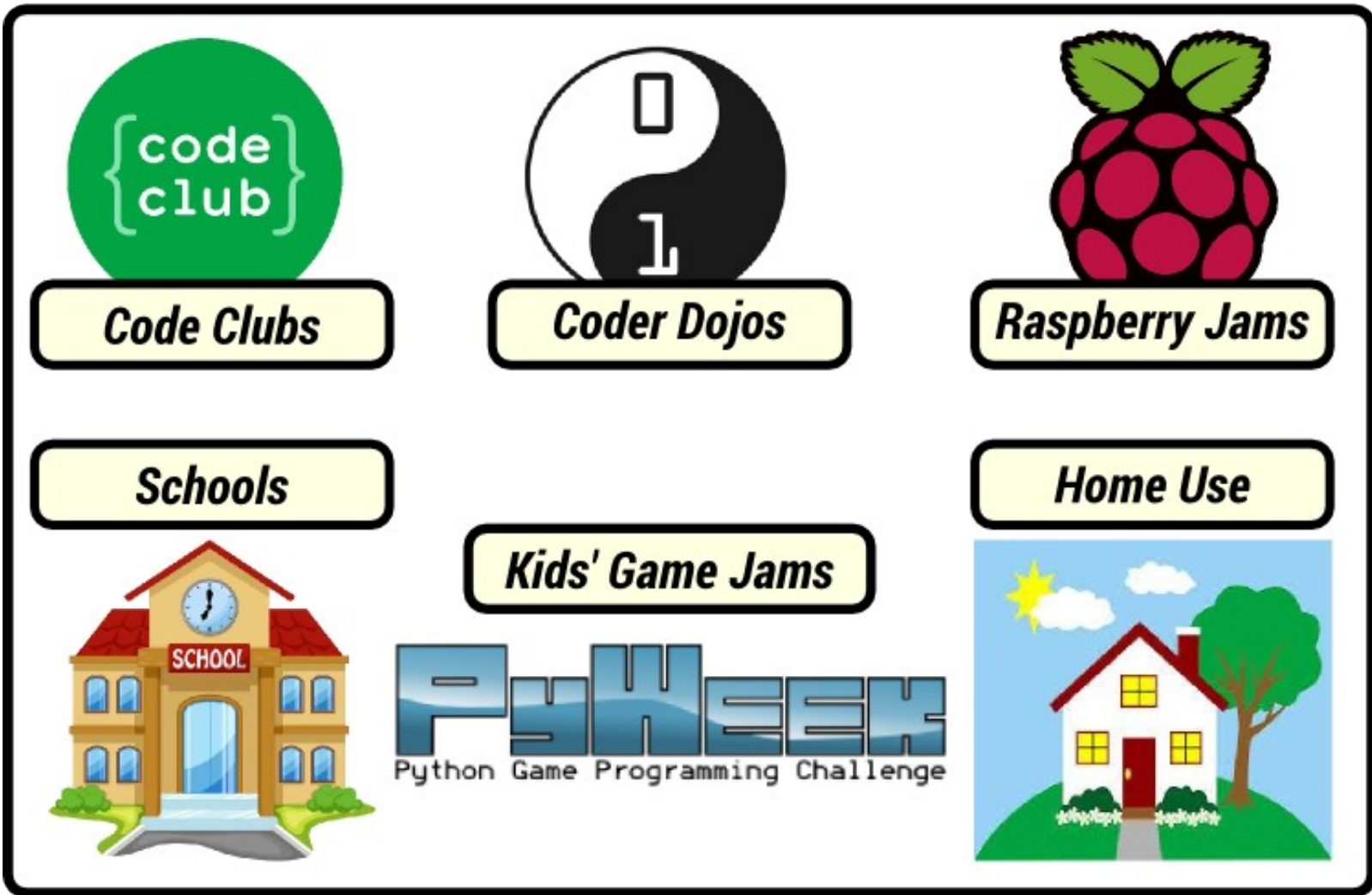


**Fully Playable  
Example Game**

# Why (...is ScraGLE needed?)

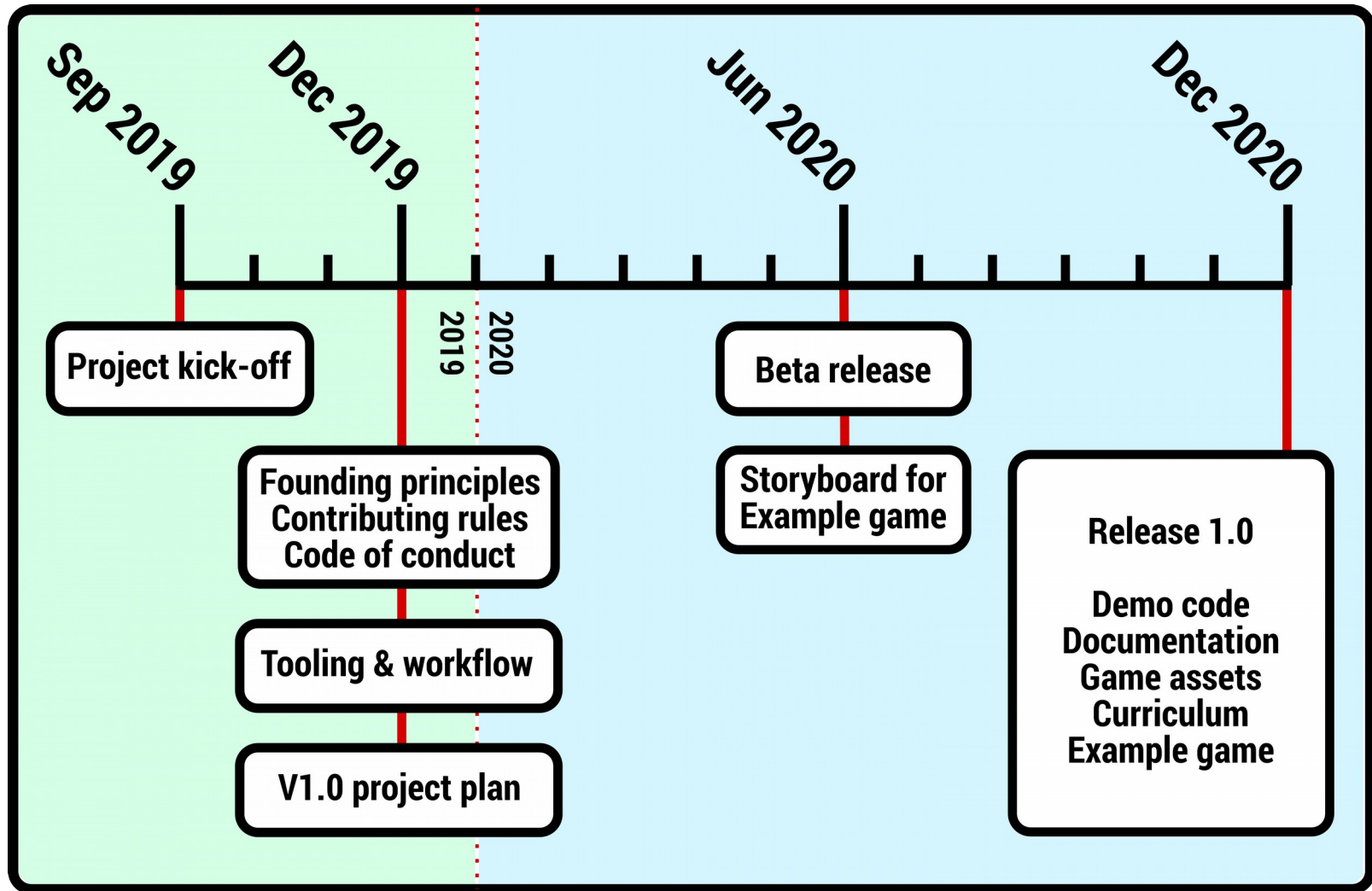


# Where (...will ScraGLE be used?)



# When (...will ScraGLE be released?)

*\* licks finger, sticks it in the air \**





# How (...can I get involved?)

Just get in touch. ScraGLE is **OPEN SOURCE**. Everybody welcome.

**We need a team of contributors...**



**Project  
Manager**



**Scratch 3  
Developers**



**Digital  
Artists &  
Musicians**



**Curriculum  
Writers**



**Game  
Designers**



@Scragle1

scragle.org



scragle.team@gmail.com

github.com/ScraGLE-Org

