2-D ADVENTURE – EPISODE 02
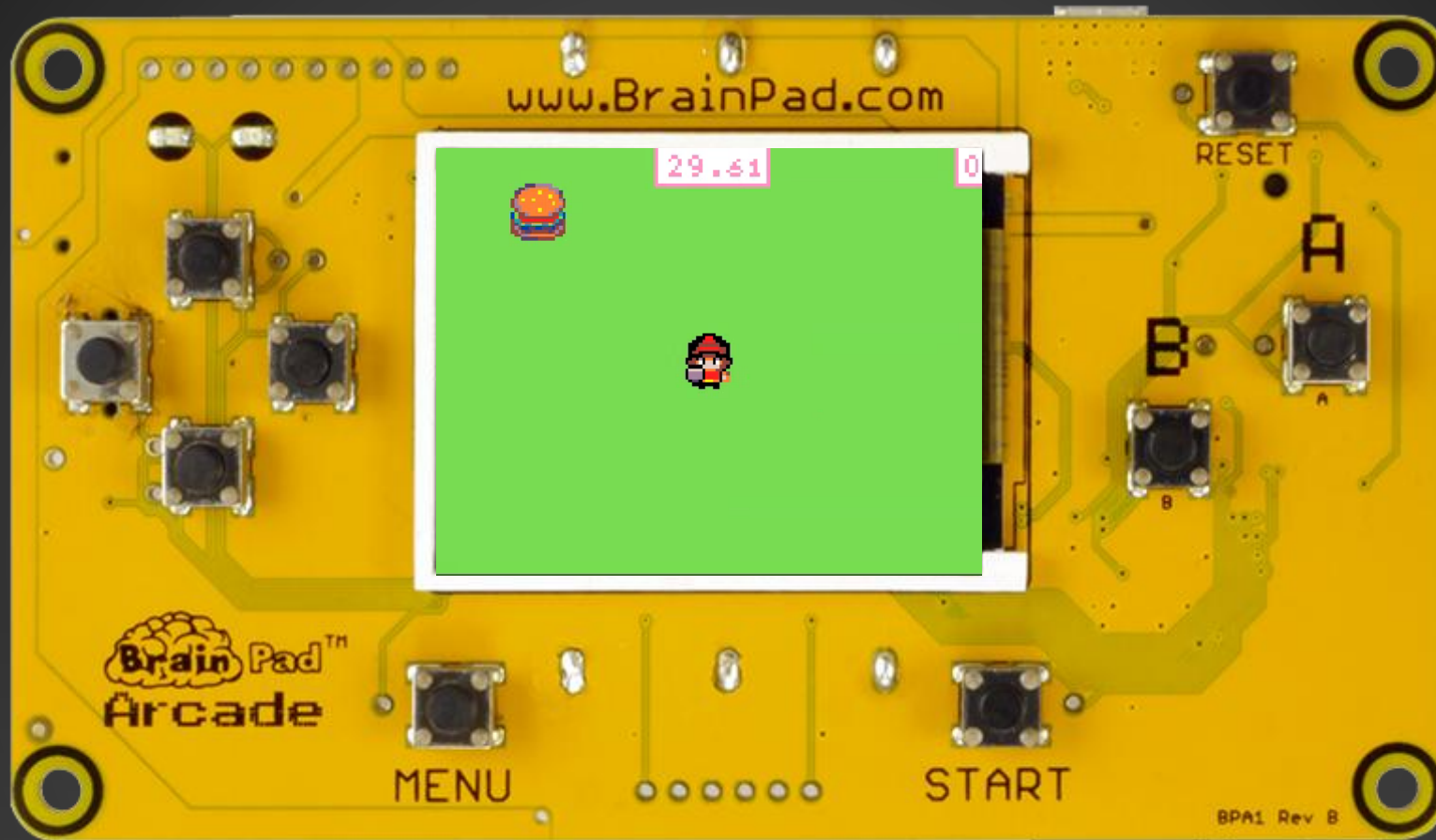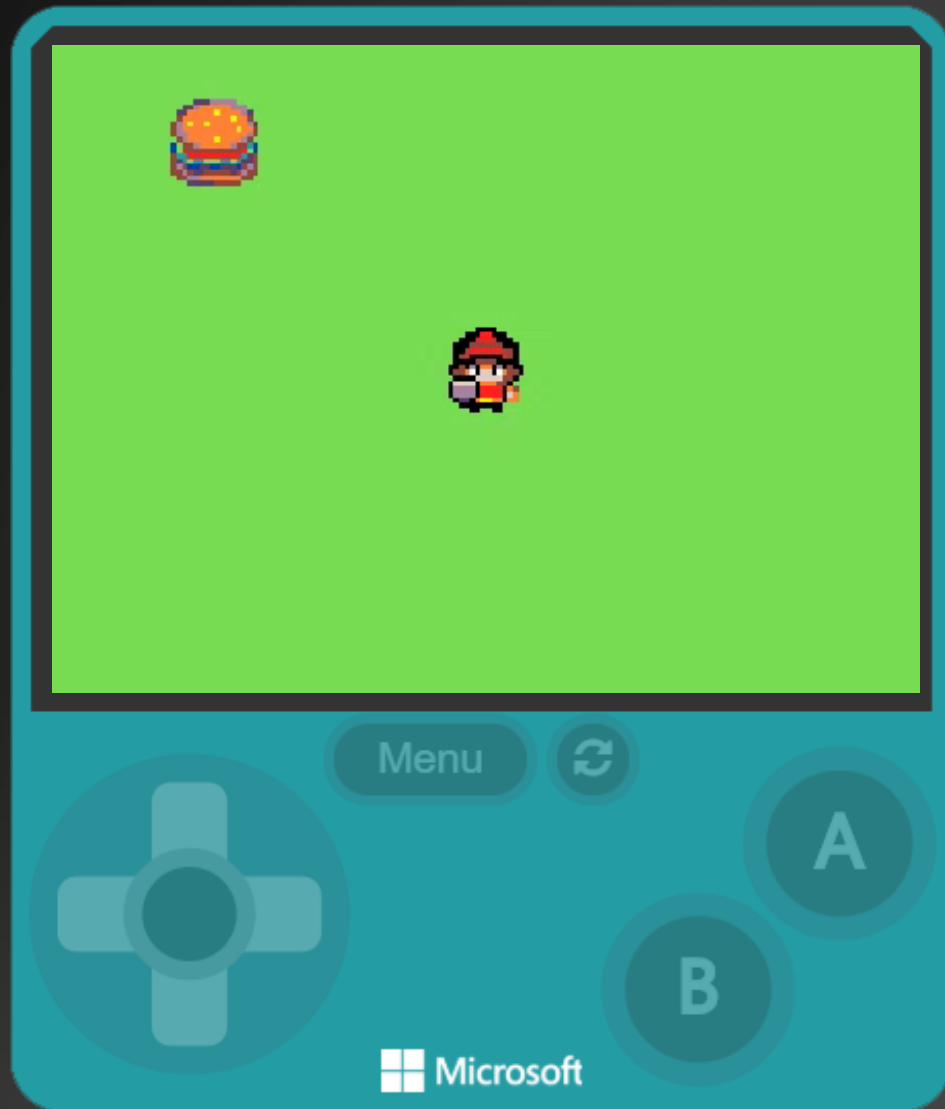
Let's create a 2-D Adventure game.
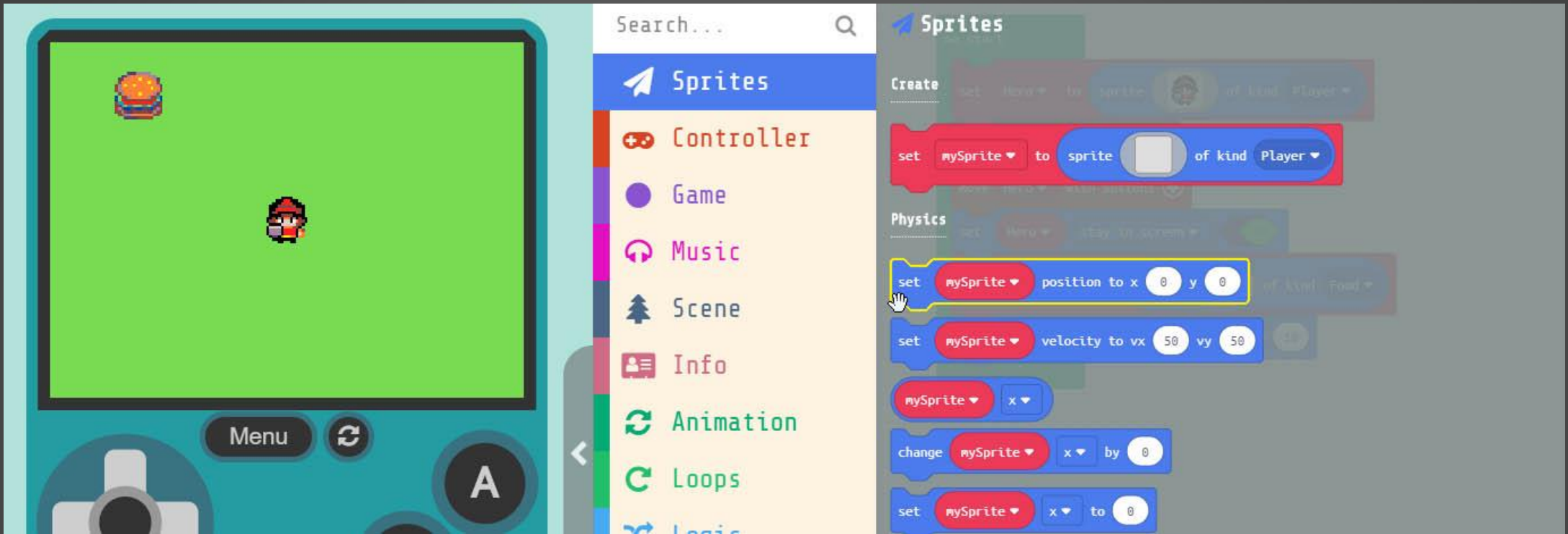
Grab the `set mySprite to sprite [ ] of kind Player` block
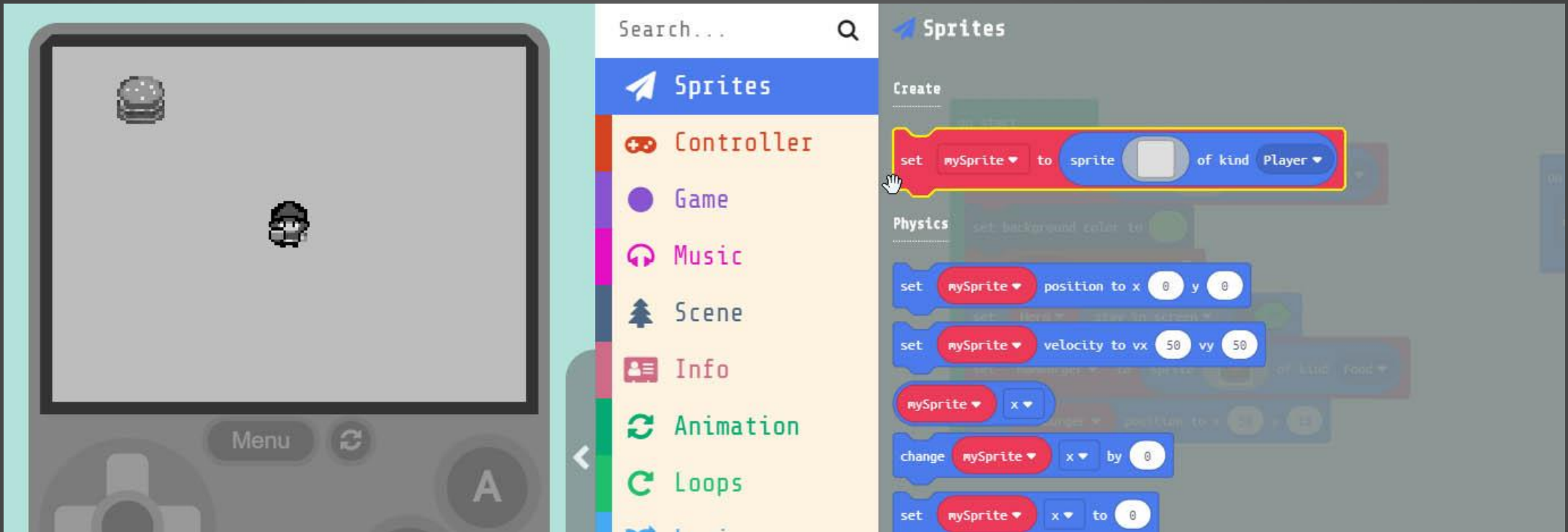
and drag it into the `on sprite of kind Player overlaps otherSprite of kind Food` block

Change the name to 'Hamburger' and the kind to 'Food'
This is just like the one in the 'on start' block.

Now when we get the 'Hamburger' a new one will appear.

Grab the `set mySprite ▾ position to x 0 y 0` block

and drag it into the `on sprite of kind Player ▾ overlaps otherSprite of kind Food ▾` block

After we add the new block, change the variable name to 'Hamburger'.

But it's still not quite right. We need to generate a random position

Computer Term:

RANDOM NUMBERS

Computers need something to help them generate truly random numbers. A 'seed' value is used to help, otherwise a computer just generates numbers that appear random. MakeCode takes care of all behind the scenes, so we don't have to worry.
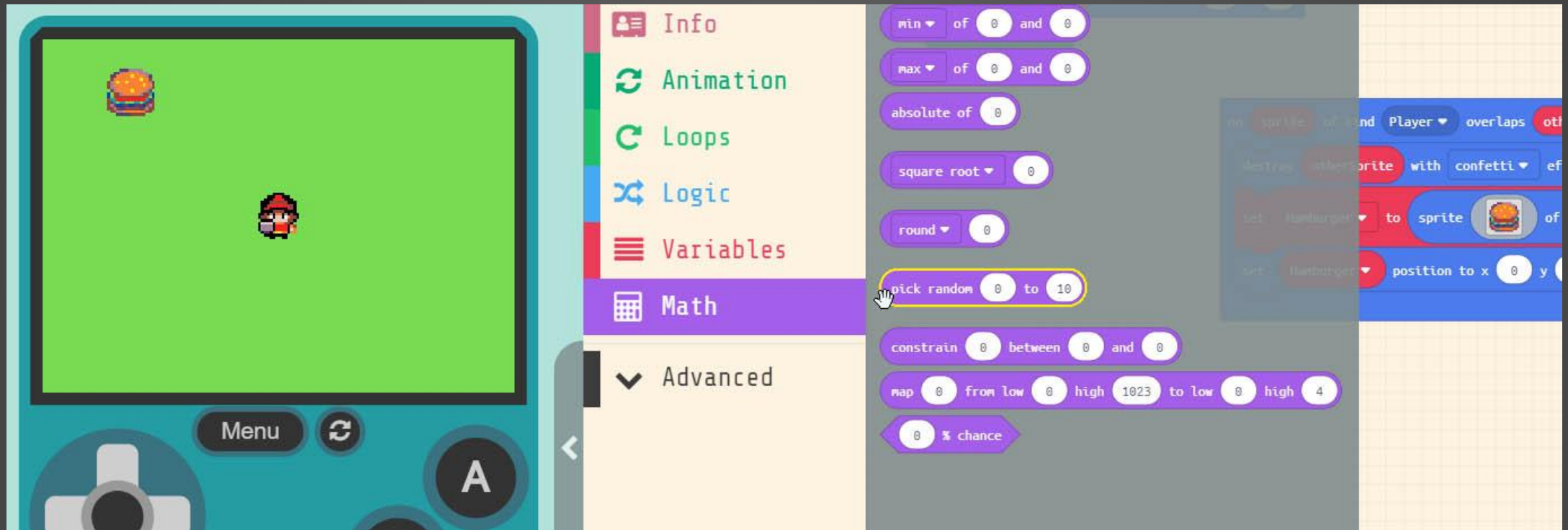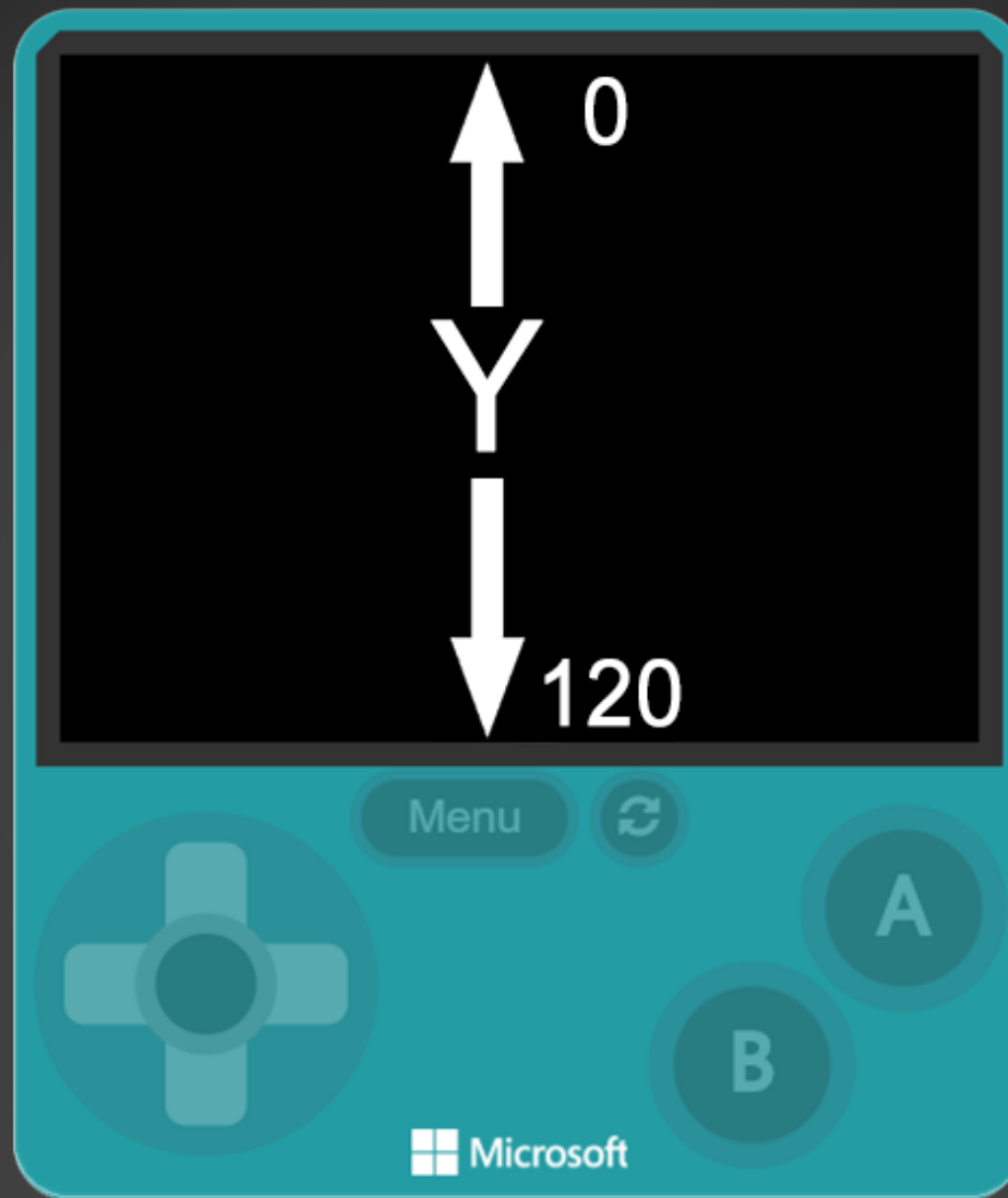
EXAMPLE: `pick random 0 to 10`

Grab 2 of the `pick random 0 to 10` blocks

drag both into the `set Hamburger ▼ position to x 0 y 0` block

Inside the 'x' and 'y' parameter.

The x & y parameters represents pixels on the screen
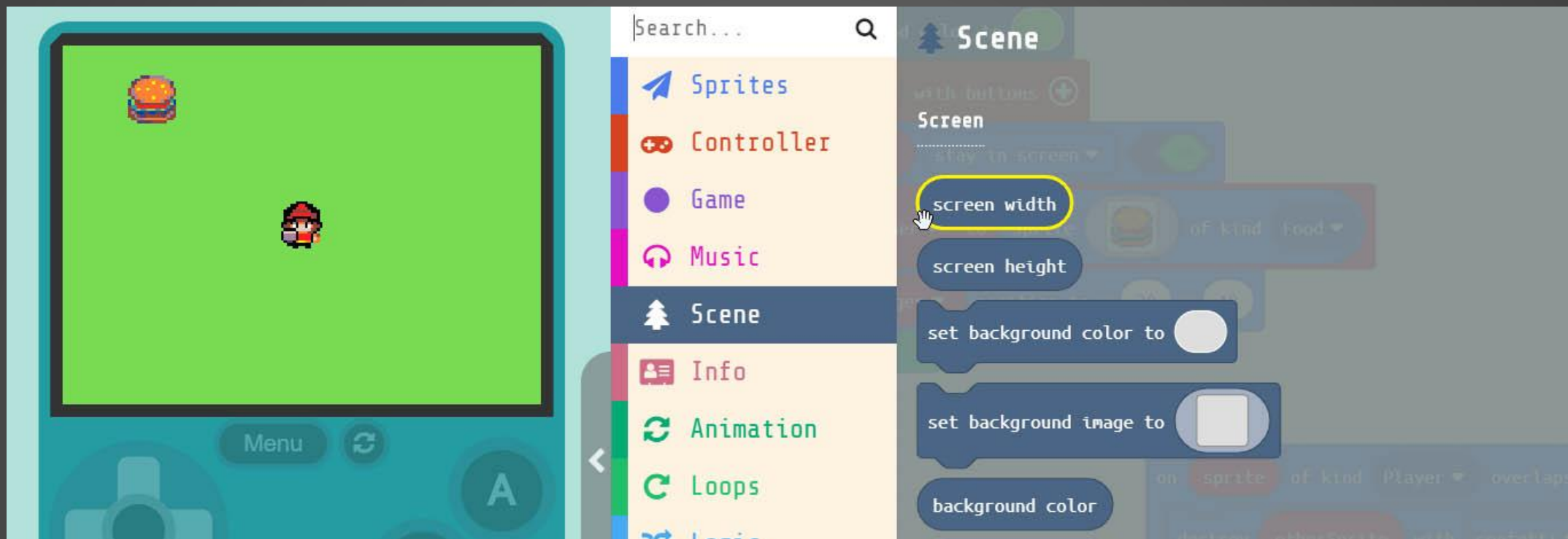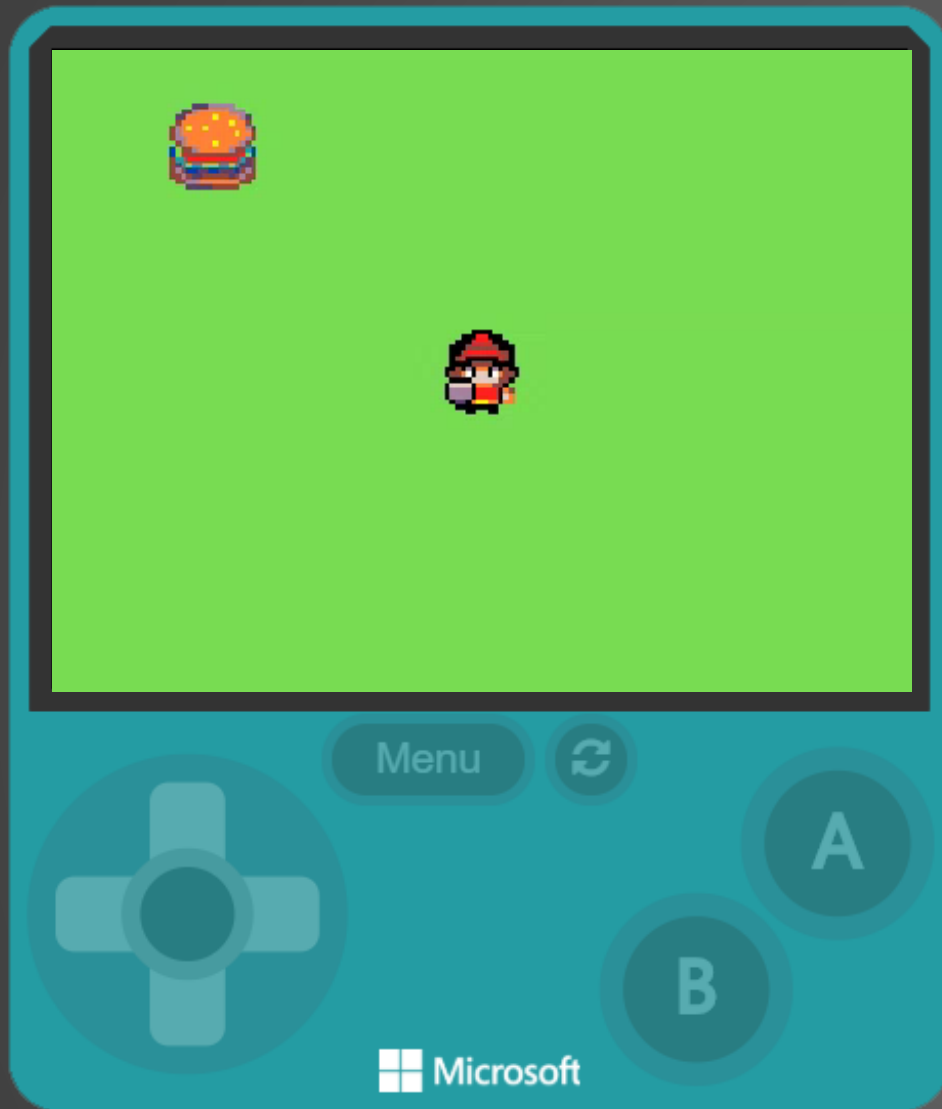
Grab `screen width` & `screen height` blocks

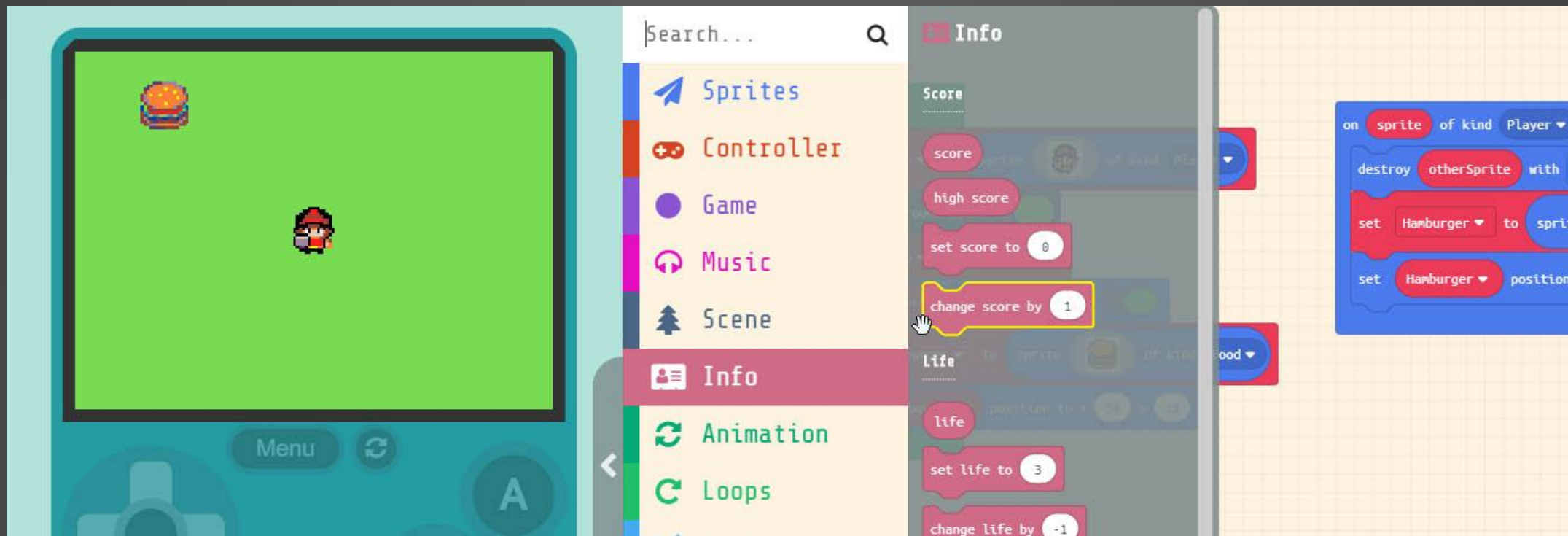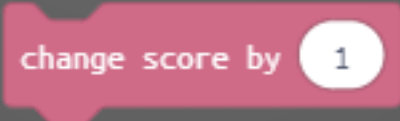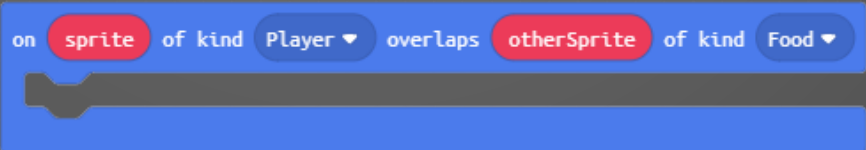drag it into the `set Hamburger ▾ position to x pick random 0 to 10 y pick random 0 to 10`
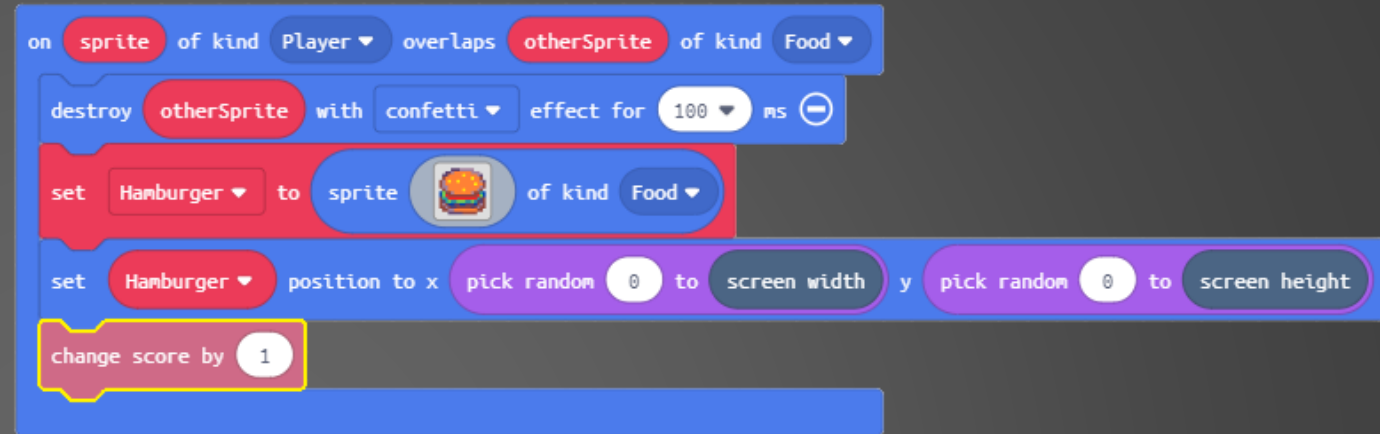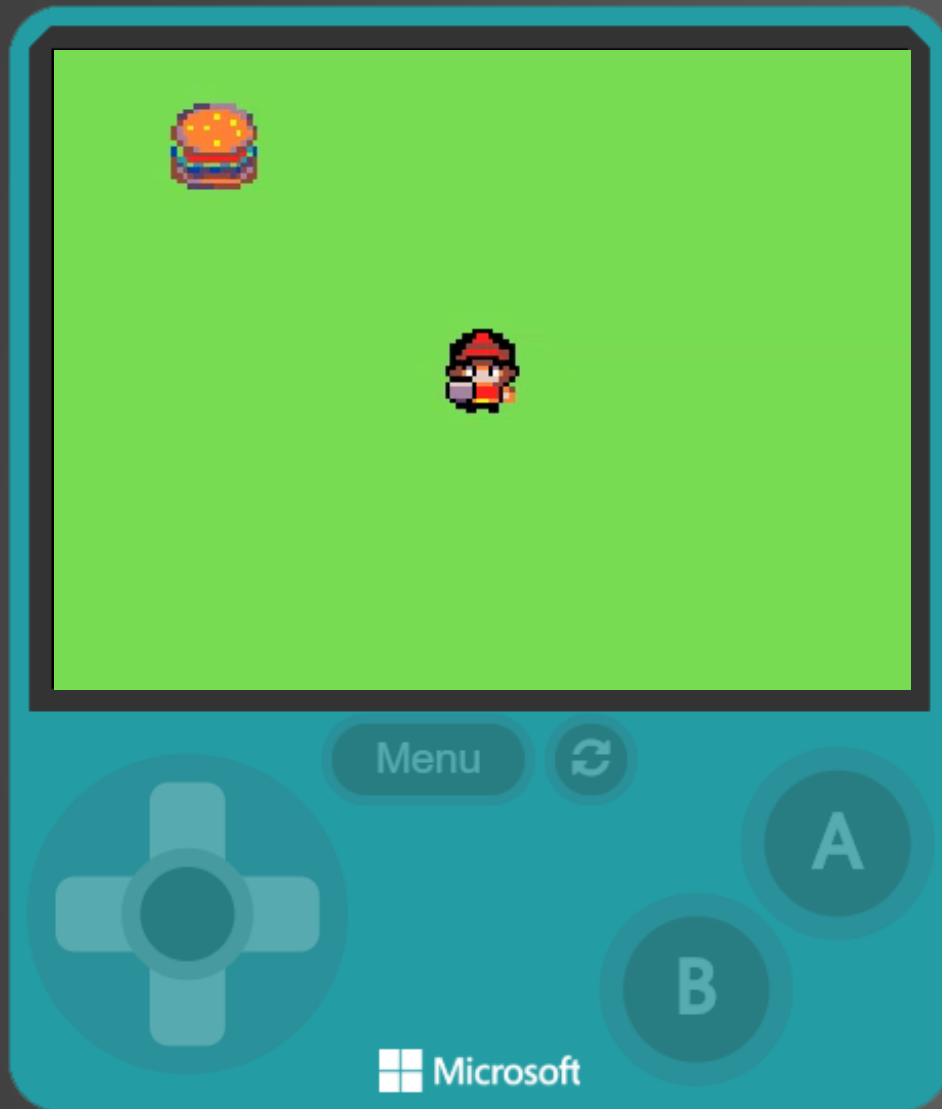
Where the 'x' and 'y' parameters = 10.

Now when we grab the 'Hamburger' the code inside our overlap event, creates a new 'Hamburger' and places the new one in a random location on the screen.
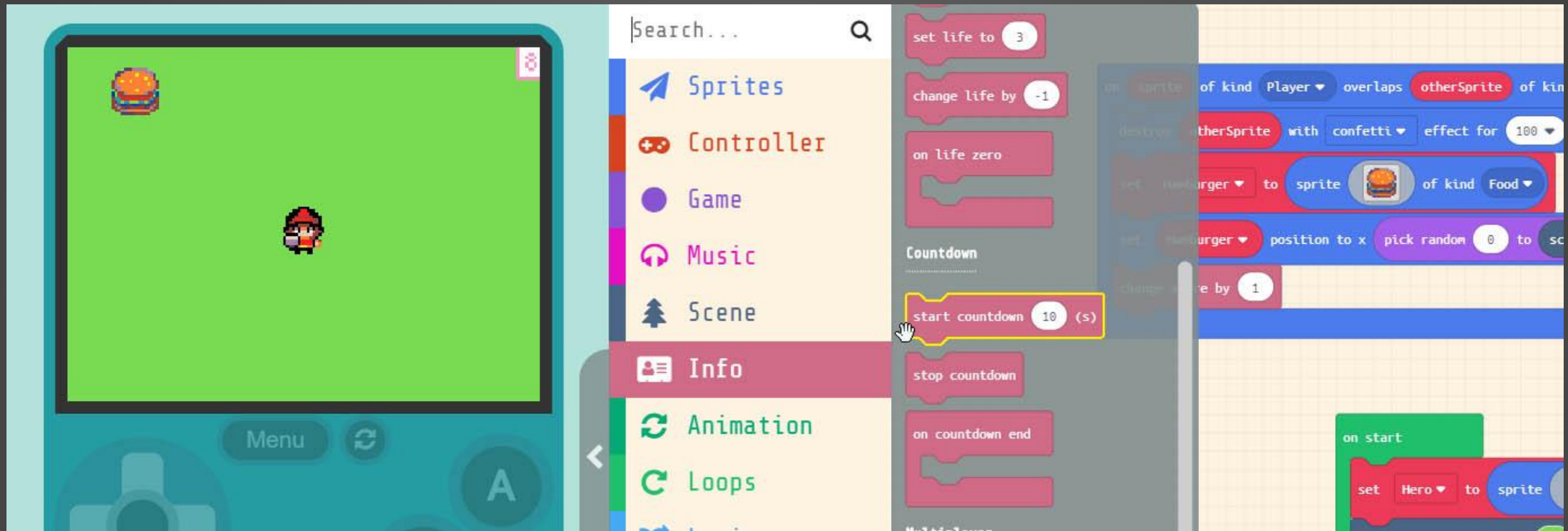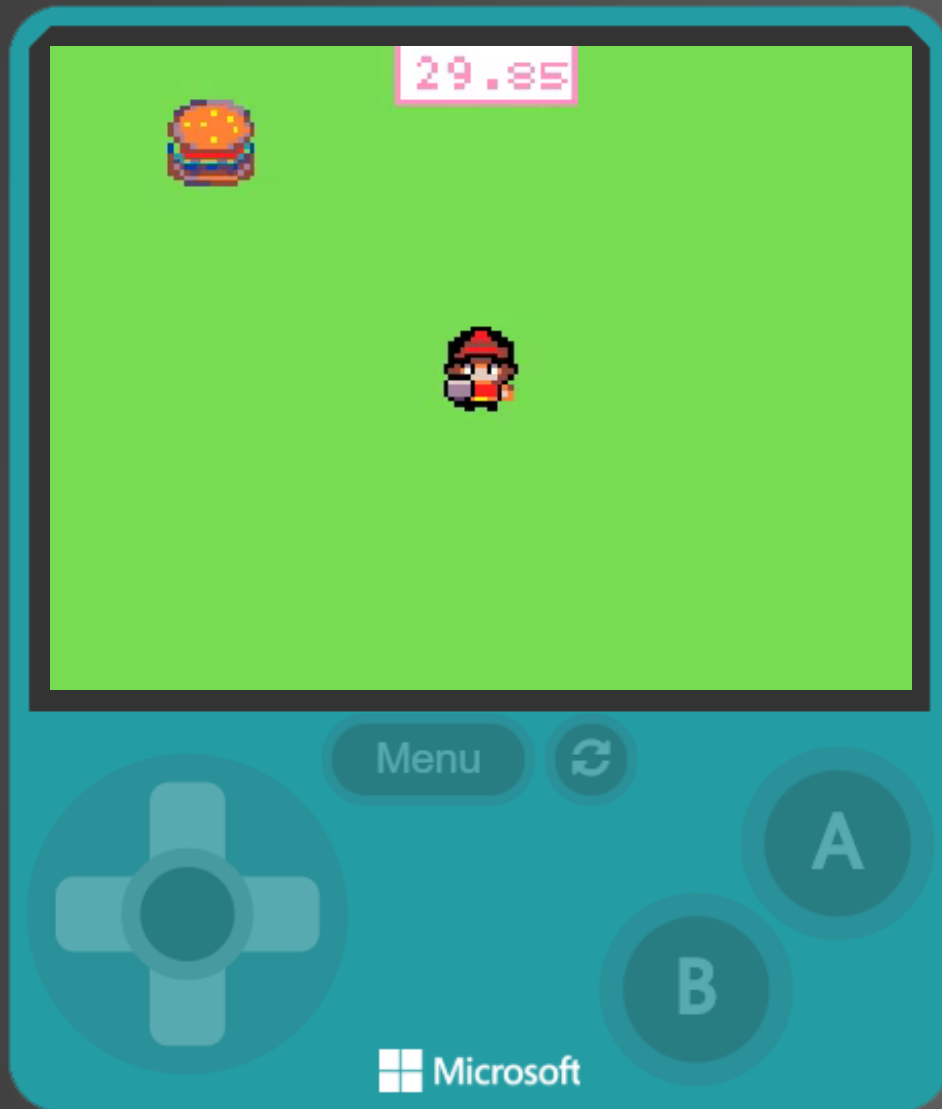
Grab the change score by 1 block

drag it into on sprite of kind Player overlaps otherSprite of kind Food block.

Now every time we grab a 'Hamburger' we get a point.

Let's add some challenge, by adding a timer to the game.
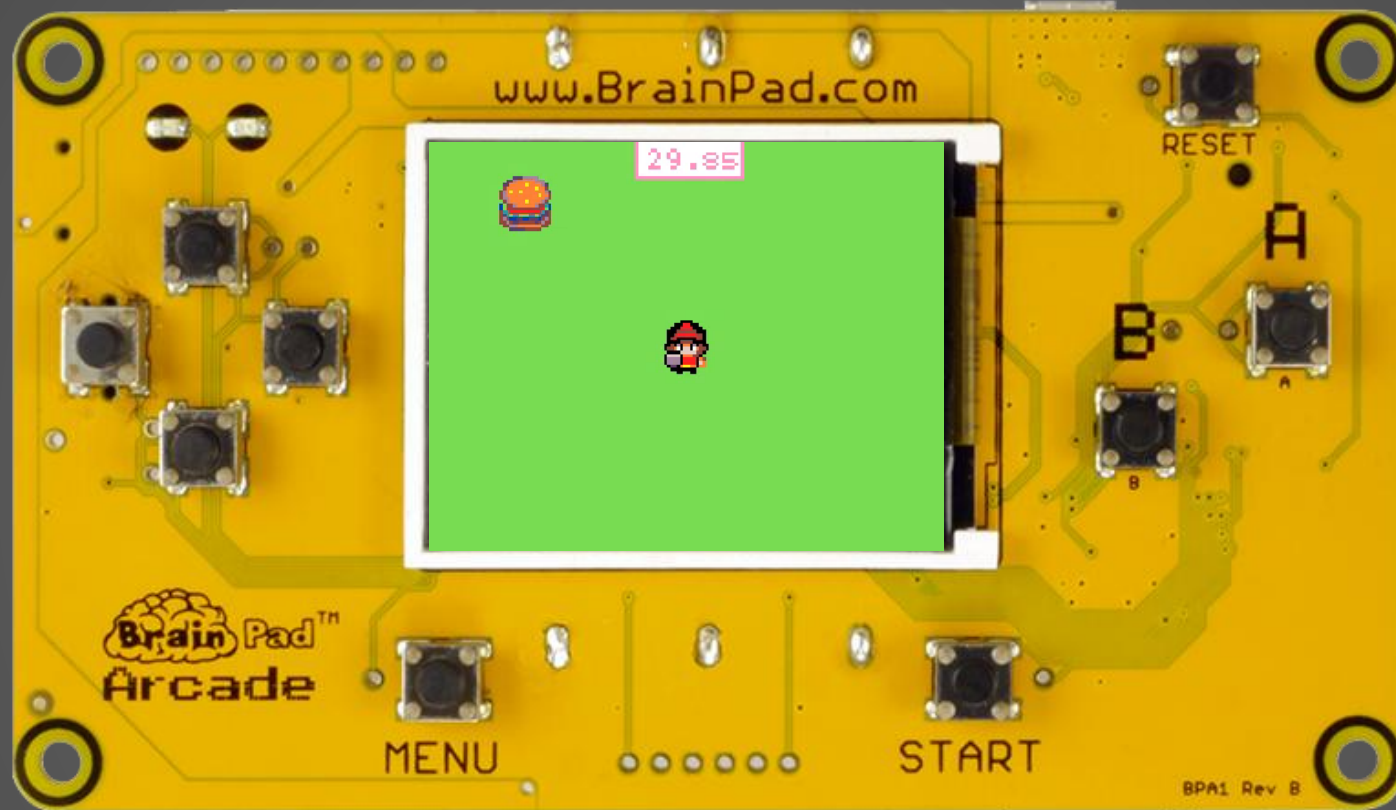
Grab the start countdown 10 (s) block

drag it into on start block.

Change the parameter to '30' sec.

Now we have a GAME!!!

Hardware Break

Now let's load what we have on to the BrainPad.

EXTRA CREDIT