GAME DEVELOPMENT AND CODING CONCEPTS

week 3

ICE BREAKER
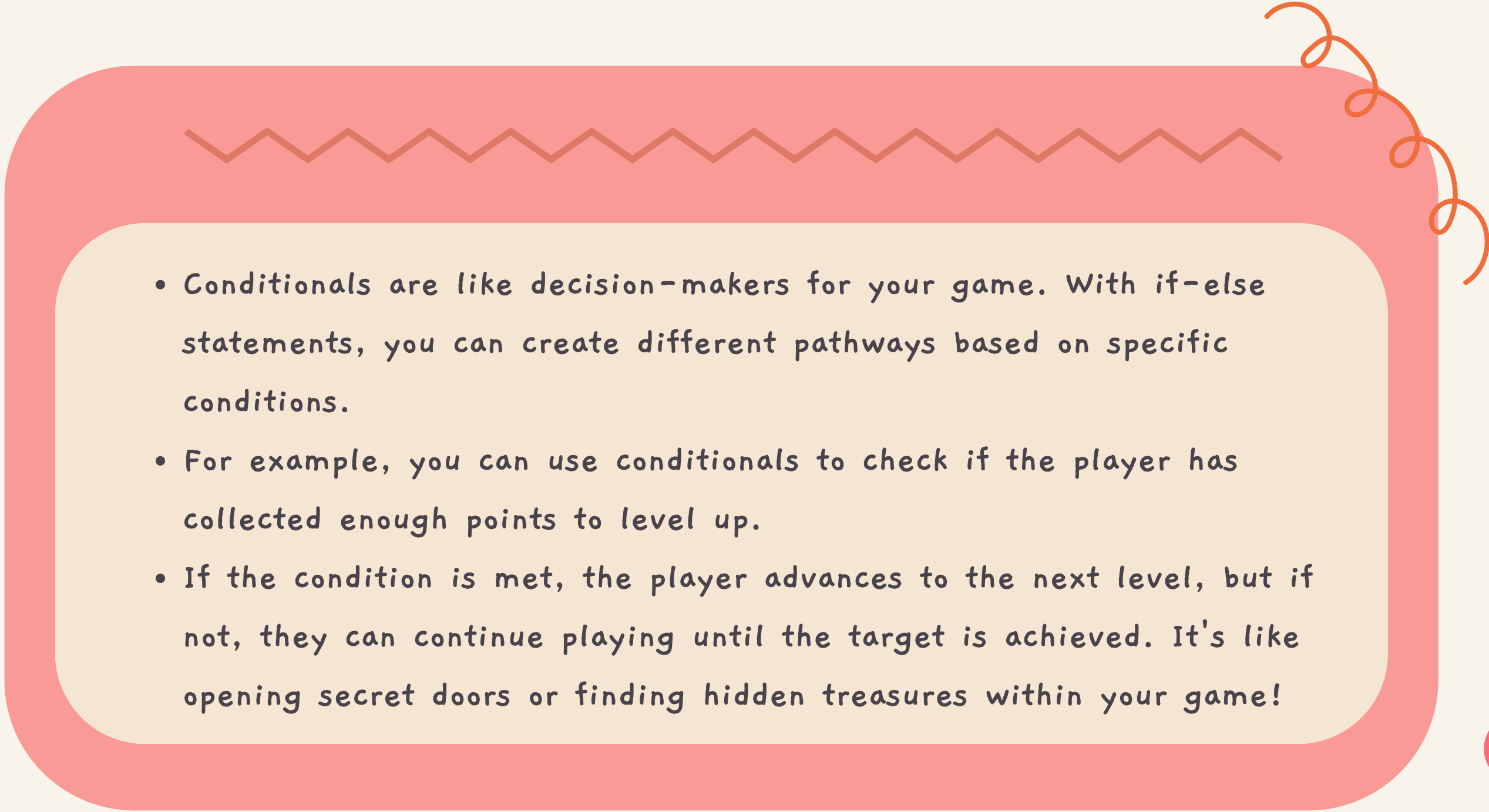
Emoji Story:

MORE CODING CONCEPTS

Today, we're going to learn some super cool coding tricks to make your games even more awesome! 😊

CONDITIONALS

- Conditionals are like decision-makers for your game. With if-else statements, you can create different pathways based on specific conditions.
- For example, you can use conditionals to check if the player has collected enough points to level up.
- If the condition is met, the player advances to the next level, but if not, they can continue playing until the target is achieved. It's like opening secret doors or finding hidden treasures within your game!
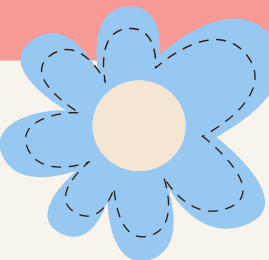
FUNCTIONS

- Functions are the magical spells that make your coding life easier and your game code more organized.
- Instead of repeating the same lines of code over and over, you can create a function, give it a name, and use it wherever you need that specific action.
- For example, if you have a jump action for multiple characters, you can create a "jump" function that all the characters can use. This not only saves you time but also makes your code clean and easy to understand.

EVENTS AND TRIGGERS

- Events and triggers are the keys to making your game come alive. You can set specific actions to happen when certain events occur.
- For instance, when the player reaches a certain point in the game, you can trigger a hidden enemy to appear, adding an element of surprise and challenge.
- You can also use events to activate power-ups, change backgrounds, or create special effects based on player input. It's like having a magical touch that responds to the player's actions!

PROJECT

"Barbie: You Can Be Anything"

Learn to code with conditionals and functions while learning about awesome careers.
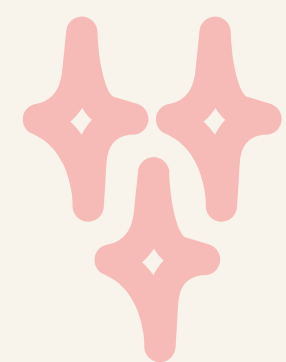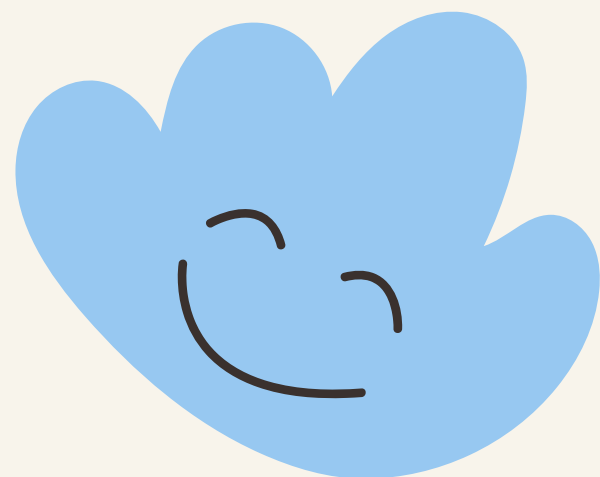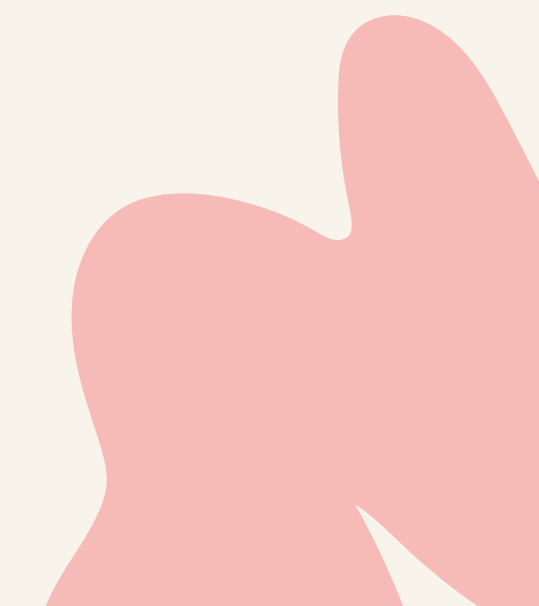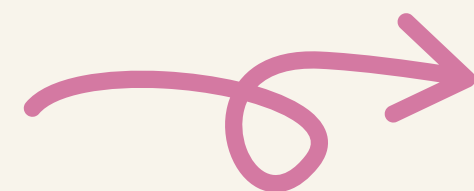
HOMEWORK

"Flower Power"

Construct a flower landscape using functions, variables and conditionals.

ANY QUESTIONS?

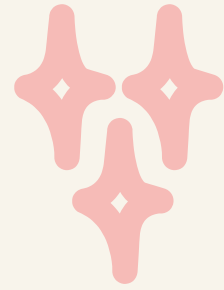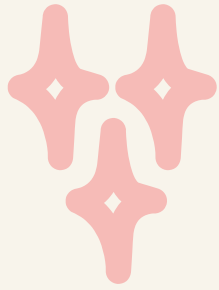# CONCLUSION

- We've learned about functions and conditionals for game development on Tynker.

See You Next Week!