

Scratch でゲームプログラミング

ボール避けゲーム



左右に動いて弾むボールを避けます。

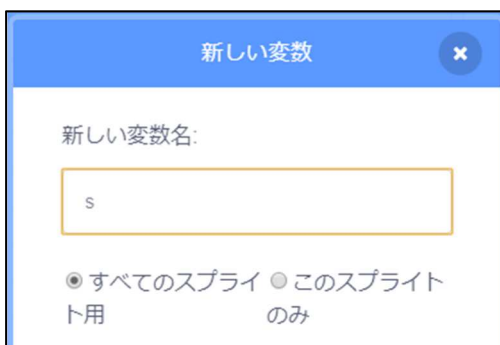
スプライトを作る

- 1) ボール (Ball) を作る

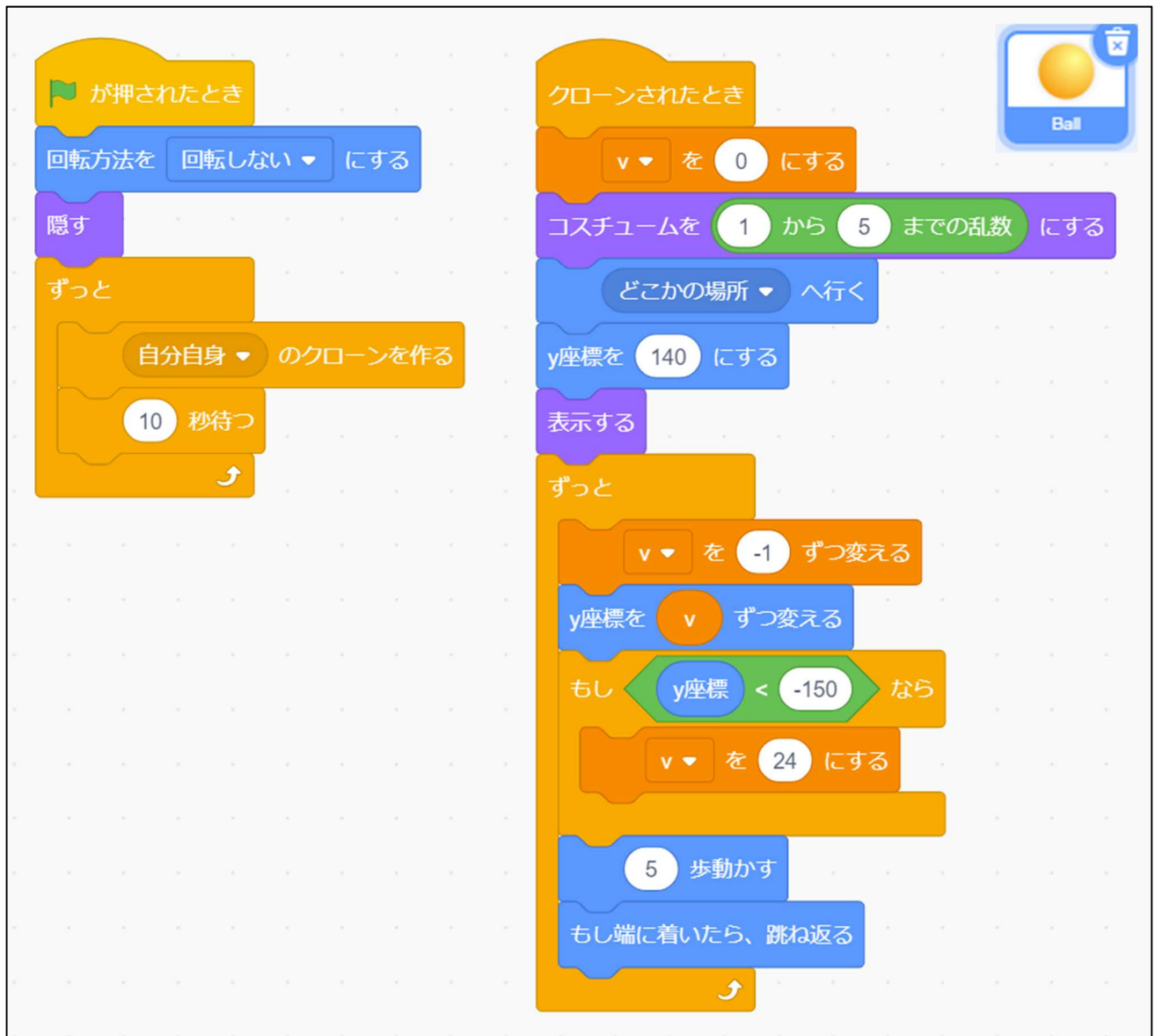


変数を作る

- 1) ボールを選ぶ
- 2) 「s」を作る
- 3) 「v」を作る (このスプライトのみ)
- 4) 「v」のチェックを外す



ボールのプログラム



猫のプログラム



The image shows a Scratch script for a cat character. The script is written in Japanese and is set to trigger when the green flag is clicked. It includes a 'when green flag clicked' event block, followed by a 'set size to 50%' block, a 'set rotation method to only left and right' block, and a 'reset timer' block. The main loop is a 'forever' loop that starts with a 'set s to timer' block. Inside the loop, there are three 'if' blocks: one for the right arrow key, one for the left arrow key, and one for the 'Ball' object. Each 'if' block contains a 'turn' block, a 'move 10 steps' block, and a 'change costume to next' block. The 'Ball' block contains a 'meow' block, a 'say game over for 2 seconds' block, and a 'stop everything' block. The script is set to 'Sprite 1'.

```
when green flag clicked
  set size to 50%
  set rotation method to only left and right
  reset timer
  forever loop
    set s to timer
    if right arrow key pressed
      turn 90 degrees
      move 10 steps
      change costume to next
    if left arrow key pressed
      turn -90 degrees
      move 10 steps
      change costume to next
    if Ball touched
      meow
      say game over for 2 seconds
      stop everything
```

改造してみよう

- ・背景を変えてみよう
- ・BGM を付けてみよう
- ・ボール以外が落ちてくるようにしよう

いろんな改造をして皆に自慢しよう



CoderDojo Mito
<http://coderdojo-mito.com/>