

Guia do MakeCode

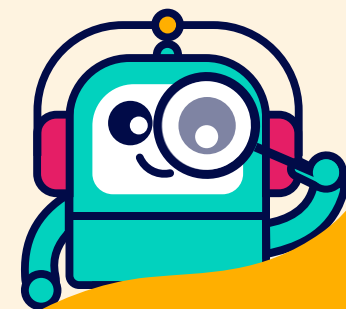
01 - Conhecendo a ferramenta

Sumário

- 01 – Criar um novo projeto
- 02 – Importar um projeto
- 03 – Salvar projeto em arquivo
- 04 – Compartilhar projeto
- 05 – Abrir projeto existente
- 06 – Conhecendo a Área de Trabalho

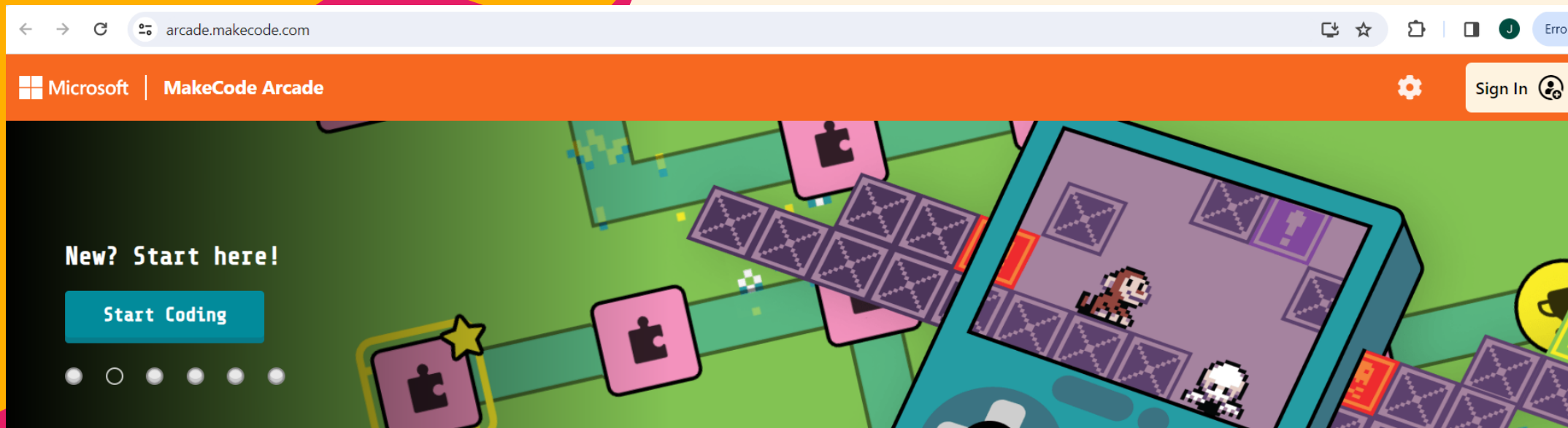
01

Criar um novo projeto



<< Voltar

01 - Criar um novo projeto



My Projects [View All](#)

 Import



1

Clique no botão laranja New Project (Novo Projeto)

Beginner Skillmaps

01 - Criar um novo projeto

The screenshot shows the MakeCode Arcade web interface. A modal dialog titled "Create a Project" is centered on the screen. The dialog has a close button (X) in the top right corner. Inside the dialog, it says "Give your project a name." followed by a text input field. Below the input field is a link that says "> Code options". At the bottom right of the dialog is a green button labeled "Create" with a checkmark icon. Two callout boxes are overlaid on the image: one on the left with a blue border and a white circle containing the number "2", containing the text "Dê um nome para o seu projeto"; and one on the right with a blue border and a white circle containing the number "3", containing the text "Clique em 'Create' para criar o seu projeto". The background of the website is visible but dimmed, showing a "New? Start here!" section with a "Start Coding" button and a "New Project" button with a plus icon. The top of the browser shows the URL "arcade.makecode.com" and a "Sign In" button.

New? Start here!

Start Coding

Create a Project

Give your project a name.

> Code options

Create ✓

2

Dê um nome para o seu projeto

3

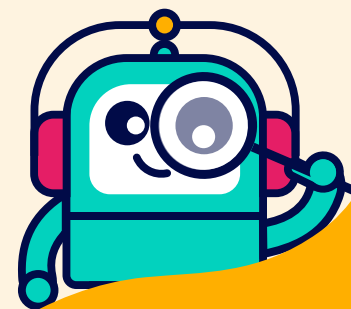
Clique em "Create" para criar o seu projeto

New Project

Beginner Skillmaps

02

Importar um projeto



<< Voltar

02 – Importar um projeto



The screenshot shows the MakeCode Arcade web interface. At the top, the Microsoft logo and 'MakeCode Arcade' text are visible. Below this is a large banner for 'Multiplayer Games!' with a 'Try Now' button. The banner features a pixel art illustration of a space game with a central monitor showing a character and four code blocks on the left: 'set player1 to sprite of kind Player', 'set player2 to sprite of kind Player', 'set player3 to sprite of kind Player', and 'set player4 to sprite of kind Player'. To the right of the monitor are three player characters labeled P1, P2, and P3. Below the banner, the 'My Projects' section is visible, containing a 'New Project' button with a plus icon and a project titled 'primeiro jogo' created '23 minutes ago'. On the right side of the 'My Projects' section, there is an 'Import' button with a puzzle piece icon. A callout bubble with the number '1' points to this button, containing the text: 'Clique no botão "Import" para importar um projeto existente'. A tooltip for the 'Import' button reads 'Import a project'.

Microsoft | MakeCode Arcade

Multiplayer Games!

Try Now

set player1 to sprite of kind Player

set player2 to sprite of kind Player

set player3 to sprite of kind Player

set player4 to sprite of kind Player

My Projects [View All](#)

New Project

primeiro jogo

23 minutes ago

Import

Import a project

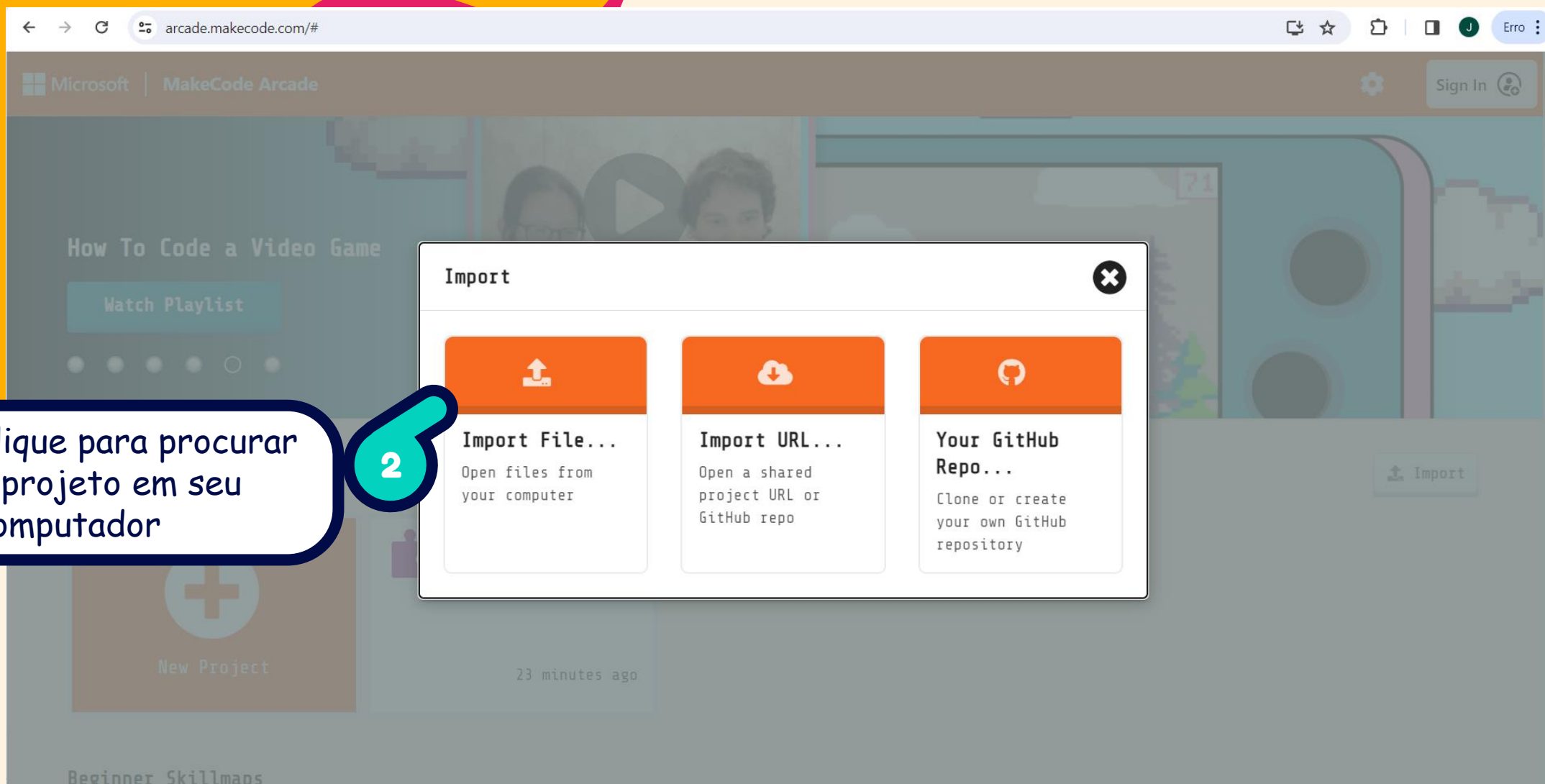
Clique no botão "Import" para importar um projeto existente

1

02 – Importar um projeto

Clique para procurar
o projeto em seu
computador

2



02 – Importar um projeto

The screenshot shows the MakeCode Arcade web interface. A modal dialog titled "Open .png or .uf2 file" is centered on the screen. The dialog contains a text input field with the placeholder "Escolher arquivo" and the text "Nenhum arquivo escolhido". Below the input field, there is a message: "You can import files by dragging and dropping them anywhere in the editor!". At the bottom right of the dialog is a green button labeled "Go ahead!" with a checkmark icon. The background of the website is dimmed, showing a "Join the Live Stream" section and a "New Project" button.

Open .png or .uf2 file

Select a .png or .uf2 file to open.

Escolher arquivo Nenhum arquivo escolhido

You can import files by dragging and dropping them anywhere in the editor!

Go ahead! ✓

Clique em escolher arquivo

3

02 – Importar um projeto

The image shows a screenshot of the MakeCode Arcade website (arcade.makecode.com/#) with a file explorer window open. The file explorer is displaying the 'Downloads' folder, and the file 'arcade-primeiro-jogo.png' is selected. The file explorer has a search bar at the top right and a list of files and folders. The MakeCode Arcade website has a header with the Microsoft logo and 'MakeCode Arcade'. Below the header, there is a 'Try Now' button and a 'New Project' button. The main content area shows 'My Projects' and 'Beginner Skillmaps'. A green button labeled 'Go ahead!' with a checkmark is visible at the bottom right of the file explorer window.

4 Clique na pasta Downloads ou procure a pasta onde você salvou seus projetos

5 Selecione o projeto

6 Clique em abrir

Go ahead! ✓

02 – Importar um projeto



The screenshot shows the MakeCode Arcade web interface. A modal dialog box titled "Open .png or .uf2 file" is centered on the screen. The dialog contains the text "Select a .png or .uf2 file to open." and a text input field with the placeholder "Escolher arquivo" and the filename "arcade-primeiro-jogo.png". Below the input field, there is a light gray box with the text "You can import files by dragging and dropping them anywhere in the editor!". At the bottom right of the dialog is a green button labeled "Go ahead!" with a checkmark icon. A red callout bubble with the number "7" points to this button. A dark blue speech bubble with white text is positioned below the callout, containing the instruction "Clique em 'go ahead' (vá em frente)". The background of the website is visible but dimmed, showing a pixel art game scene with a rocket ship and a heart.

arcade.makecode.com/#

Microsoft | MakeCode Arcade

Sign In

Multiplayer Games!

Try Now

Open .png or .uf2 file

Select a .png or .uf2 file to open.

Escolher arquivo arcade-primeiro-jogo.png

You can import files by dragging and dropping them anywhere in the editor!

Go ahead! ✓

7

Clique em "go ahead" (vá em frente)

My Projects View All

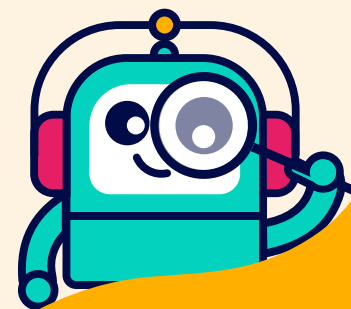
New Project

Beginner Skillmaps

Import

03

Salvar projeto em arquivo



<< Voltar

03 – Salvar projeto em arquivo

The screenshot displays the Microsoft MakeCode Arcade web editor. The browser address bar shows the URL: `arcade.makecode.com/?authcallback=1&state=27865vz7tm4h&token=74259067ec5390a6cd53c99abccc2d2e53b6cf273d3f65c211c43f6ff0f8a1af#editor`. The interface includes a top navigation bar with 'Microsoft | MakeCode Arcade', tabs for 'Blocks', 'JavaScript', and 'Assets', and a user profile icon. On the left, a preview window shows a game screen with the text 'Meu Primeiro Jogo' and a Microsoft logo. Below the preview are icons for various game features. A central sidebar lists categories like 'Sprites', 'Controller', 'Game', 'Music', 'Scene', 'Info', 'Loops', 'Logic', 'Variables', 'Math', 'Extensions', and 'Advanced'. The main workspace shows a script starting with 'on start' and a 'splash' block containing the text 'Meu Primeiro Jogo'. At the bottom, a 'Download' button is visible next to the project name 'primeiro jogo'. A large blue callout bubble with the number '1' points to the 'Download' button, with the text 'Clique no "botão Save"'. The bottom right corner contains navigation controls for undo, redo, and zoom.

1 Clique no "botão Save"

03 – Salvar projeto em arquivo



The screenshot shows the MakeCode Arcade web editor. A modal dialog box titled "Project Saved!" is centered on the screen. The dialog contains a small thumbnail of the game's splash screen, which displays "Meu Primeiro Jogo". To the right of the thumbnail, the text reads: "Your project is saved in this image. Import or drag it into the editor to reload it." At the bottom right of the dialog is a green button labeled "Got it!" with a close icon (X). A red callout bubble with the number "2" points to the "Got it!" button. Below the dialog, a white text box with a dark blue border contains the instruction: "Clique em 'Got it!' (Entendi)". The background shows the editor interface with a project named "Meu Primeiro Jogo" and a "Download" button at the bottom left.

Project Saved!

Your project is saved in this image.
Import or drag it into the editor to reload it.

Got it! X

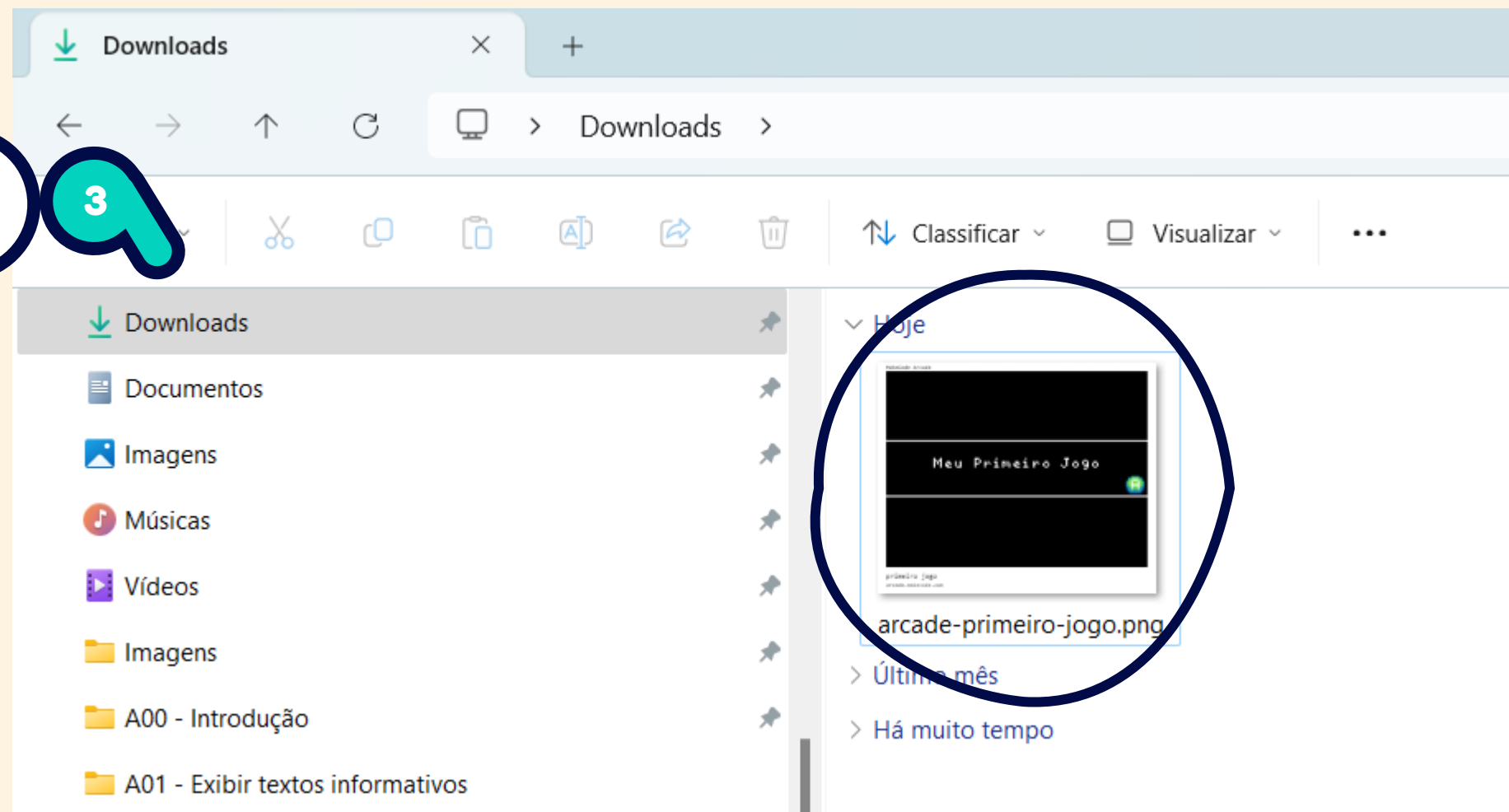
2

Clique em "Got it!" (Entendi)

03 – Salvar projeto em arquivo

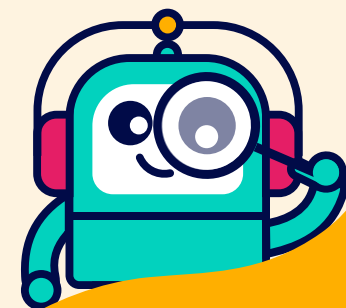
Seu projeto foi salvo na pasta "Downloads"

3



04

Compartilhar projeto



<< Voltar

04 – Compartilhar projeto

The screenshot displays the Microsoft MakeCode Arcade web editor. The interface includes a top navigation bar with 'Microsoft | MakeCode Arcade', tabs for 'Blocks', 'JavaScript', and 'Assets', and a right-hand menu with icons for home, share, help, settings, and a user profile. The main workspace is divided into three sections: a left-hand preview area showing a game screen with the text 'Meu Primeiro Jogo' and a game controller; a central block palette with categories like Search, Sprites, Controller, Game, Music, Scene, Info, Loops, Logic, Variables, Math, Extensions, and Advanced; and a right-hand script area with a green 'on start' block and a purple 'splash' block containing the text 'Meu P...'. A teal callout bubble with the number '1' points to the share icon in the top right. A white text box with a dark blue border contains the instruction: 'Clique em "Publicar seu jogo para criar um link compartilhável"'. The bottom of the interface features a 'Download' button, a search bar with 'primeiro jogo', and icons for saving, undo, redo, and zooming.

arcade.makecode.com/?authcallback=1&state=27865vz7tm4h&token=74259067ec5390a6cd53c99abccc2d2e53b6cf273d3f65c211c43f6ff0f8a1af#editor

Microsoft | MakeCode Arcade

Blocks JavaScript Assets

Home Share Help Settings Profile

Meu Primeiro Jogo

Menu A B

Search

Sprites

Controller

Game

Music

Scene

Info

Loops

Logic

Variables

Math

Extensions

Advanced

on start

splash "Meu P..."

1

Clique em "Publicar seu jogo para criar um link compartilhável"

Download

primeiro jogo

Save Undo Redo Zoom

04 – Compartilhar projeto

The screenshot shows the MakeCode Arcade web interface. The browser address bar displays the URL: `arcade.makecode.com/?authcallback=1&state=27865vz7tm4h&token=74259067ec5390a6cd53c99abccc2d2e53b6cf273d3f65c211c43f6ff0f8a1af#editor`. The interface includes a top navigation bar with 'Microsoft | MakeCode Arcade', tabs for 'Blocks', 'JavaScript', and 'Assets', and a user profile icon. The main workspace shows a project titled 'Meu Primeiro Jogo' with a 'splash' block containing the text 'Meu Primeiro Jogo'. A 'Share Project' dialog box is open in the center, featuring a thumbnail of the project, a 'Project Title' input field with the text 'primeiro jogo', and an orange 'Share Project' button. A blue callout bubble with the number '2' points to the button. A text box at the bottom of the callout bubble contains the instruction: 'Clique em "Share Project" (Compartilhar Projeto)'. The background interface also shows a 'Download' button at the bottom left and a 'Search' bar in the top left of the workspace.

Share Project

Project Title

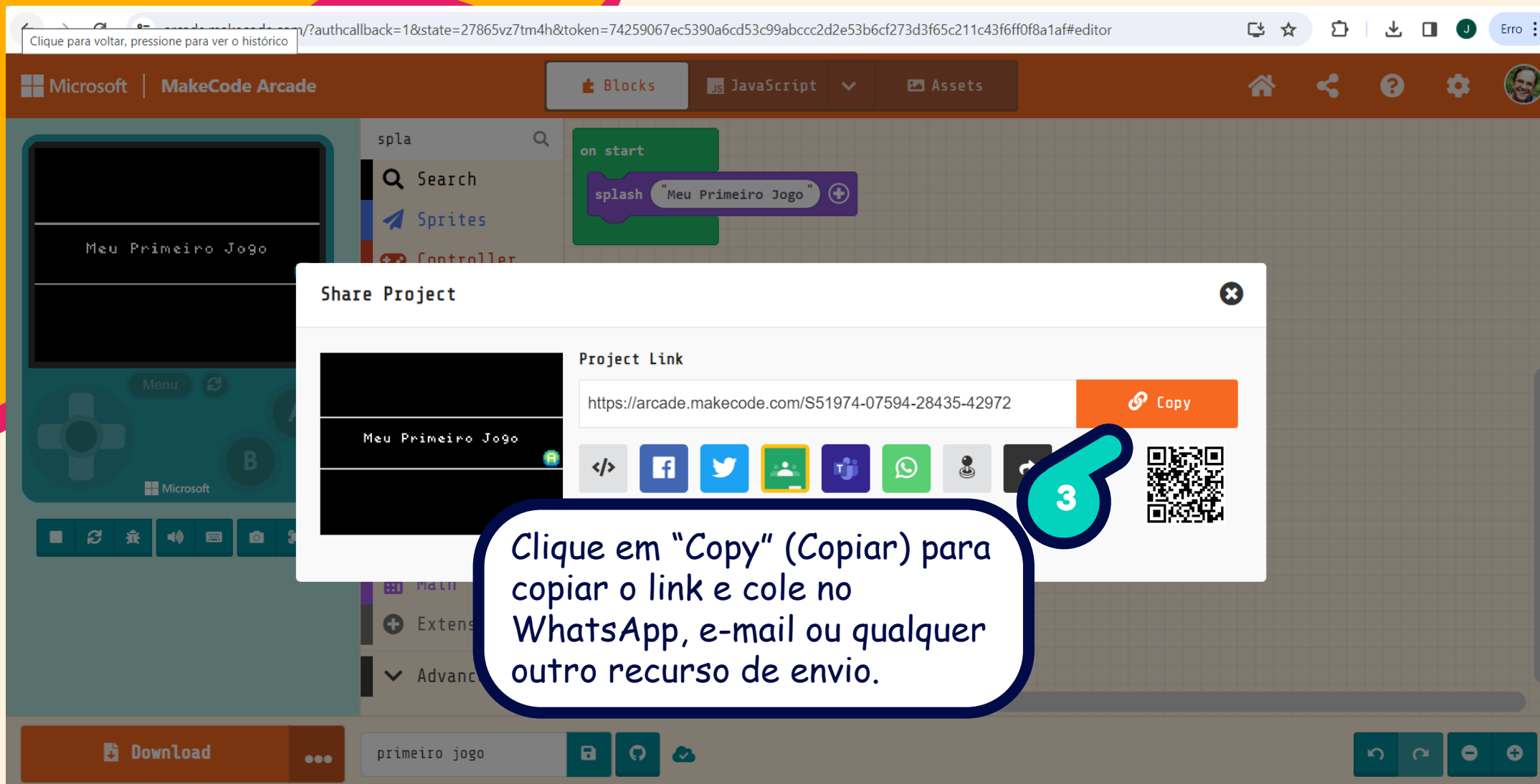
primeiro jogo

Share Project

2

Clique em "Share Project" (Compartilhar Projeto)

04 – Compartilhar projeto



The screenshot shows the MakeCode Arcade web interface. A 'Share Project' dialog box is open in the center. The dialog has a title bar with a close button. Inside, there's a 'Project Link' section with a text input field containing the URL `https://arcade.makecode.com/S51974-07594-28435-42972` and an orange 'Copy' button. Below the link are several social media sharing icons: a code icon, Facebook, Twitter, a generic share icon, a Teams icon, WhatsApp, a location pin icon, and a print icon. To the right of these icons is a QR code. A callout bubble with a blue border and the number '3' points to the 'Copy' button. The background shows the MakeCode editor with a project titled 'Meu Primeiro Jogo' and a 'splash' block with the text 'Meu Primeiro Jogo'.

Share Project

Project Link

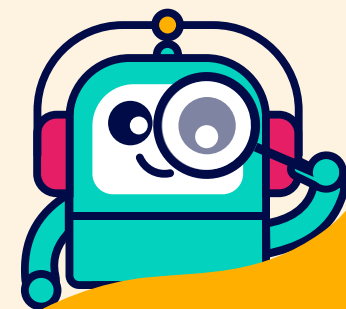
`https://arcade.makecode.com/S51974-07594-28435-42972` Copy

3

Clique em "Copy" (Copiar) para copiar o link e cole no WhatsApp, e-mail ou qualquer outro recurso de envio.

05

Abrir projeto existente



<< Voltar

05 – Abrir projeto existente

The screenshot shows the MakeCode Arcade web interface. At the top, there's a navigation bar with the Microsoft logo and 'MakeCode Arcade' text. Below this is a large banner for 'How To Code a Video Game' with a 'Watch Playlist' button. The main content area is titled 'My Projects' and includes a 'View All' link and an 'Import' button. A grid of project cards is displayed, each with a puzzle piece icon and a name: 'iwarw', 'primeiro jogo', 'SpaceBall', and 'PowerUps'. The 'primeiro jogo' card is highlighted with a blue callout bubble containing the number '1'. To the right of the project cards is an orange arrow pointing right.

Microsoft | MakeCode Arcade

How To Code a Video Game

Watch Playlist

My Projects [View All](#) [Import](#)

iwarw

primeiro jogo 6 minutes ago

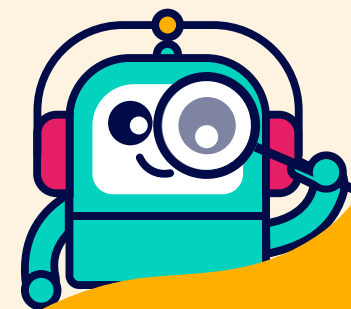
SpaceBall 34 minutes ago

PowerUps 35 minutes ago

Clique no botão com o nome do seu projeto. Se não estiver visualizando o seu projeto clique na seta laranja no final, ou em "View All" (Visualizar todos)

06

Conhecendo a Área de Trabalho



<< Voltar

06 – Conhecendo a Área de Trabalho

The image shows the Microsoft MakeCode game editor interface with several components labeled in Portuguese:

- Top Bar:** Includes the Microsoft logo, "MakeCode", and tabs for "Seleção de linguagens" (with "Blocks" and "JavaScript" options), "Ativos (imagens, tiles, animações)" (Assets), and "Compartilhar" (Share).
- Left Panel:** Contains a preview window labeled "Tela do jogo" (Game screen) showing "Meu Primeiro Jogo", a "Controles" (Controls) section with a gamepad, and a row of icons for "Reiniciar" (Restart), "Iniciar/Parar" (Start/Stop), and "Tela cheia" (Full screen).
- Center Panel:** Features a "Caixa de Ferramentas" (Toolbox) with categories like Sprites, Controller, Game, Music, Scene, Info, Loops, Logic, Variables, Math, Extensions, and Advanced. Below it is a "Salvar" (Save) button.
- Right Panel:** Labeled "Área de código" (Code area), it shows a script starting with "on start" and a "splash" block with the text "Meu Primeiro Jogo".
- Bottom Bar:** Includes a "Download" button, a project name field containing "primeiro jogo", and icons for saving, undo, redo, zoom in, and zoom out.
- Zoom Controls:** On the far right, buttons for "Aumentar zoom" (Increase zoom), "Diminuir zoom" (Decrease zoom), "Desfazer" (Undo), and "Refazer" (Redo) are shown pointing to the bottom bar's zoom and undo/redo icons.