

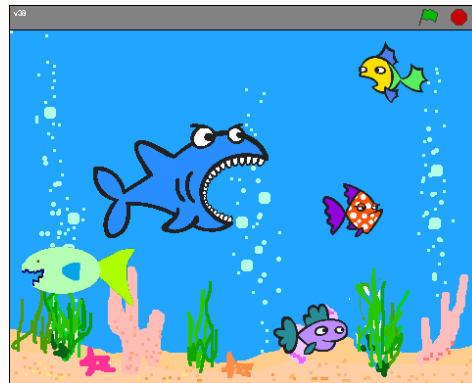


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WORKSHEET 1

Activity 1

Activity 1 aims at designing a game. You see how you have to design the game before you start programming.



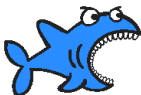
The game we are going to make today has:



Stage



Characters that are user-controlled



Characters that are controlled by the

Decide whether the game player will control the shark or fish and match it



user



computer

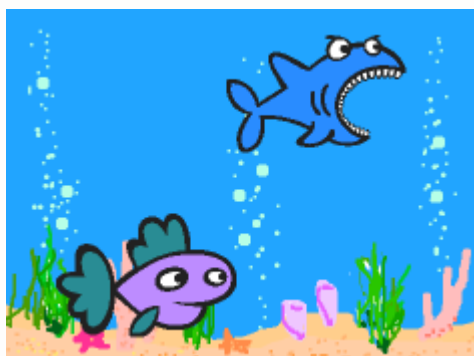
Click on the scene image and then on "Backgrounds". Click "Import". Then go to the Nature list there is a scenery underwater name, select it and click "OK".

We have moved to the bottom of the sea.

You can import fishes from the folder icon below the main scene.

Remember to import the shark.

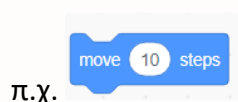
When you're done you have the scenery and characters of the game, but they are still.



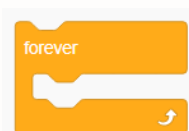
Try to make the fish you decided to move the computer to move when the green flag is pressed (after the green flag is pressed the fish will have to move forever)

Use motion commands

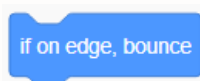
(blue tab):



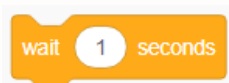
Use the command "forever" so that the fish are constantly moving.



The command "if on edge, bounce" keeps the fishes in the scene.



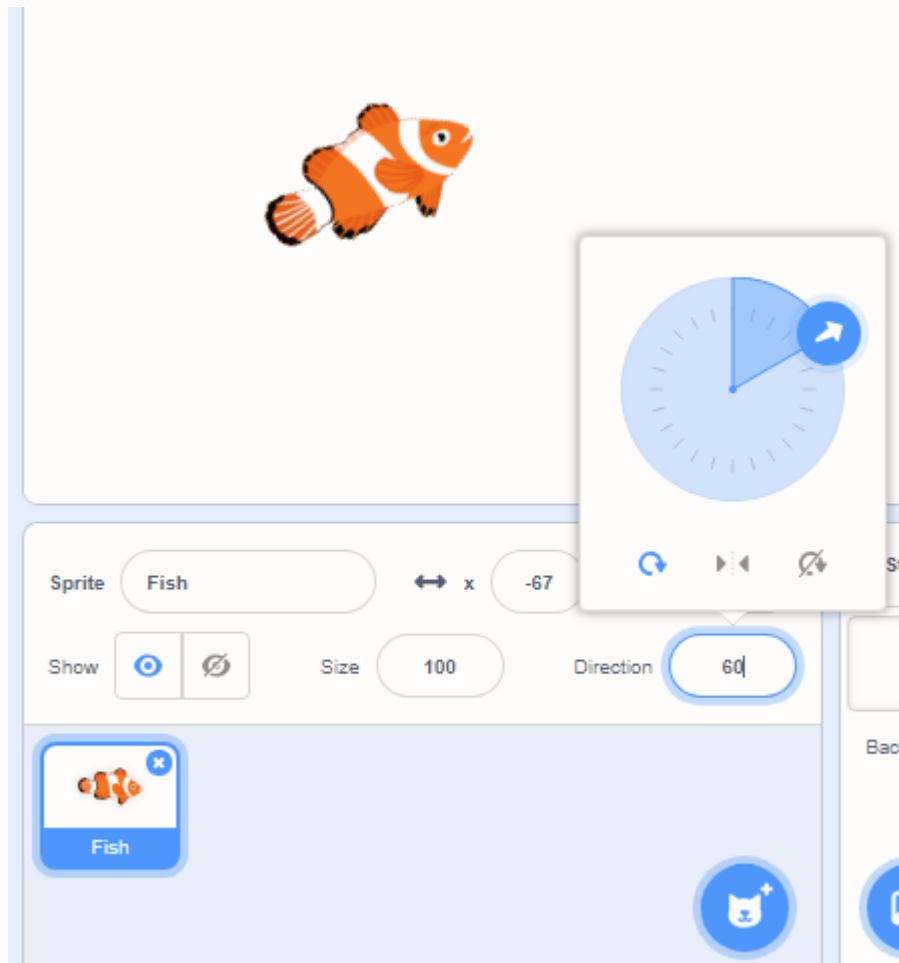
Remember to set the speed using the "wait" command



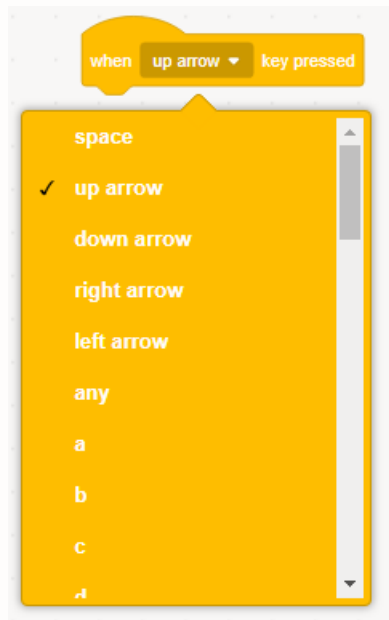
Try also to change its direction.



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Try to program the other fish to change direction according to the keyboard darts.



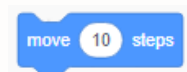
Use the directional commands



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and command



When you press the keys on the keyboard, the fish you have programmed should move in the same direction.

Remember to change the way the fish is displayed according to the direction it has

The big fish eats the small one!!!!

You can detect when one fish touches the other with the "touching ..."



Try the condition in combination with the command



Using the following commands, try to program a fish to disappear when it touches the shark.



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When the fish touches the shark, it disappears ...

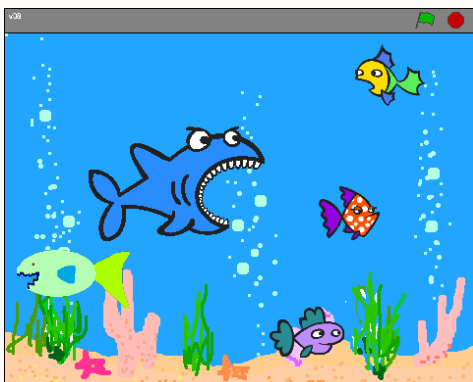
When does it have to reappear?

Now you can transfer the same scenario to the rest of the fishes.

Okay, you made your first game!

Activity 2

Activity 2 aims to consolidate the learned concepts through building a more interesting and complex game.



Try to make other fishes that the shark can eat, that is, disappear when they touch the



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shark.



At the bottom of the sea the shark is not the largest fish. There may also be a whale that "eats" the shark.