



DIGIMAKER

Programming for young Makers

Topic:

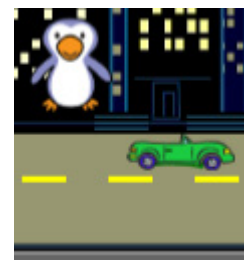
Decisions Crossy Road

Decision making is important when there will be situations with multiple options and an option needs to be selected based on the given conditions.

Example: When playing a game, if number of lives = 0, its game over



Penguin to cross the road and get to the other side!



Get Ready

1. **Add Backdrop:** street **Sprites:** Car and Penguin (set sizes to 40)

Add your code

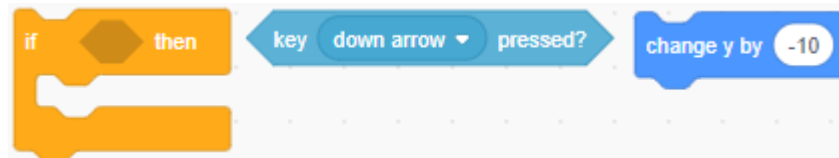
2. **Car:** When green flag is clicked, set Rotation style left – right, size – 40%. Forever, move 5 steps, if on edge, bounce



3. **Penguin:** When green flag is clicked - Forever, if UP arrow key is pressed, **change y** by 10



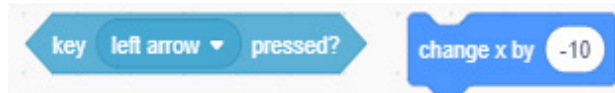
4. **Penguin:** Inside Forever; If DOWN arrow key is pressed, **change y** by -10



5. **Penguin:** Inside Forever; If RIGHT arrow key is pressed, **change x** by 10



6. **Penguin:** Inside Forever; If LEFT arrow key is pressed, **change x** by -10



7. **Penguin:** Inside Forever; If Penguin touches the car, say "Ouch!" and go back to its start position



REMEMBER:

Experiment and make it
your own!



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CHALLENGES! 🌟😊



Bruise Penguin

Make a variable "Injuries". When penguin touches car, change "Injuries" by 1 and change whirl effect (Hint: Look at "Change color effect" block).



Add more cars

Add 2 additional car sprites, moving at different speeds



Add background music

Using a forever loop, play a music loop "Dance Magic"



Energy Boost – New Project

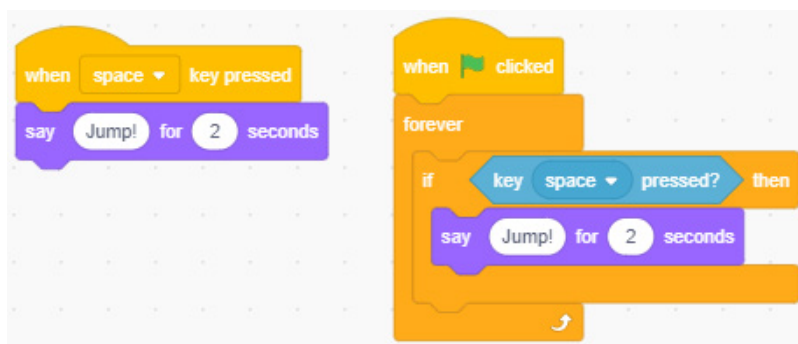
Add sprite Robot. Make variable Energy. Using FOREVER loop, IF it touches mouse-pointer, change Energy by 1000.

WOO!

Make sure you've
saved
the project

TEST YOURSELF! 🙌

Do these two pieces of Scratch code do the same thing after the green flag has been pressed?



☐ Yes

☐ No