LESSON 2: Dino Taco

Stages

• Create background with graffiti

• Add dino sprite to screen

• Add movement to dino

• Add animation to dino

• Create the taco sprite

• Make the taco sprite spawn and fall

• Detect collision between flappy and tube

• Add a score

• Add polish

1. Create background with graffiti.
2. Delete the default sprite.

A cartoon cat running in a blue square with a white text

Description automatically generated

1. Click choose backdrop and select “Wall 1”.
2. Select “Backdrops” tab to show the background and drawing tools.
3. Select the brush tool and draw your name.

A brick wall with a purple writing on it

Description automatically generated

1. Next select “Choose a sprite” and select the Dinosaur4.
2. Place him into the starting position and remember the location.

A cartoon dinosaur with a brick wall

Description automatically generated

1. Let’s add movement to the dino, make sure that the dino is selected.
2. Set the starting position by adding in a “When clicked” from the events and also adding “go to x and y” in the motion tab.

A screenshot of a computer

Description automatically generated

1. Move the dino left and right.

A screenshot of a chat

Description automatically generated

1. Test if the dino moves with the arrow keys.
2. Make the dino face the correct direction by clicking in the direction window and selecting the flip icon in the middle.

A screenshot of a clock

Description automatically generated

1. Add in the initial “point in direction” and an additional two into the forever loop ensuring that -90 is on the left and 90 is on the right.

A screenshot of a chat

Description automatically generated

1. Test to ensure that the dino changes direction when pressing the left and right arrow keys. Also, when the game starts the dino should be facing the right.
2. Let’s now animate the dino. If we click on the “costumes” tab we can see that the dino has four costumes (frames). So, let’s use these in our game. To make it simple we will just cycle through each costume when we walk.

Select the “Code tab” again and select “Switch costume to” in the looks and add dinosaur4-a to the start variables block.

A screenshot of a chat

Description automatically generated

This will ensure that when the game starts the dino is in his first costume.

1. Next now add a “next costume” block again from the “Looks” tab and add it to the block where we detect the left ley being pressed just under “change x by -15”
2. We now need to add in a small delay as the animation will be too fast. Select a “wait” block from the “Control tab” and add it below next costume adding in 0.1 for its value.

A screenshot of a computer

Description automatically generated

1. Now let’s do this for the right arrow.

A screenshot of a chat

Description automatically generated

1. Test the game and the dino should now animate when walking.
2. Now let’s create the falling tacos. Create a new sprite and select the taco and change its size to 25.

A screen shot of a phone

Description automatically generated

Ensure that the taco is selected to add its code.

1. Move the taco to the bottom right of the screen so we can barely see it.



1. Now we need to create clones of the tacos and make them spawn from random places in the game.

A screenshot of a phone

Description automatically generated

1. Test the game the tacos should be falling from the sky.
2. Now we need to make the dino interact with the tacos.

A screenshot of a computer

Description automatically generated

So, when the dino touches a taco, we delete the taco from the screen.

A screenshot of a chat

Description automatically generated

1. Let’s now add a score and a countdown timer by creating two variables.

A screenshot of a computer screen

Description automatically generated

Remembering to ensure they are ticked so they show in the game.

We can also position them where we want them.



1. Now we should set the initial value for the score with a “set Score to 0”.



And adding it to the when clicked block before the forever block.

A screenshot of a phone

Description automatically generated

1. Now we can add a point to the score for every taco that the dino eats(touches). Select a “change score by” block from the variables tab and enter 1 as the value.

A screenshot of a chat

Description automatically generated

1. Play the game and now the score should go up when the dino touches a taco.
2. We will now crate the countdown timer, but we need to do this on the dino code screen.

Select the dino and add in this block.

A screenshot of a computer

Description automatically generated

1. Test the game and now the countdown timer should countdown from 60 seconds. When the timer stops the game will end. This is our completed game loop.
2. Now let’s add some polish with sounds and text.
3. Go to the sounds tab on the dino and select add new sound and select Loose.
4. Select start sound and select Loose and add it to the bottom of the timer script above stop.

A screenshot of a chat

Description automatically generated

1. Select the taco and add two more sounds one called Bite and one called Dance slow motion.
2. Create another start sound and select “Bite” and place it in the code block just under when we add 1 to the score.

A screenshot of a chat

Description automatically generated

1. Finally let’s create a block for the background music.

A screenshot of a computer

Description automatically generated

1. Test and play the game with background music and sound effects.