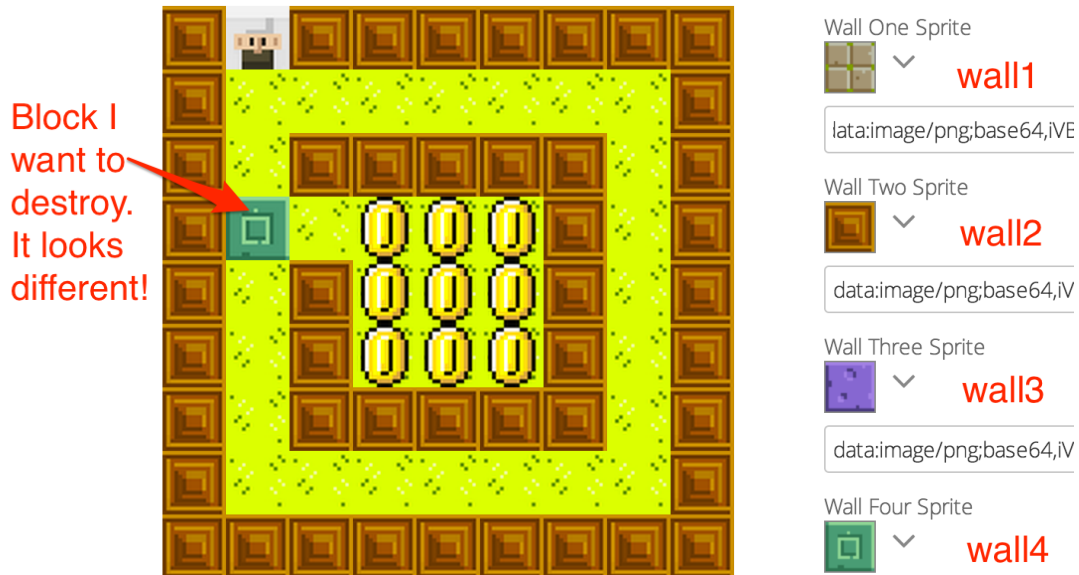


Chef Game Add-on: Destroying blocks

GOAL: Adding pushing blocks to the [Basic Chef Game](#)

Set up the app

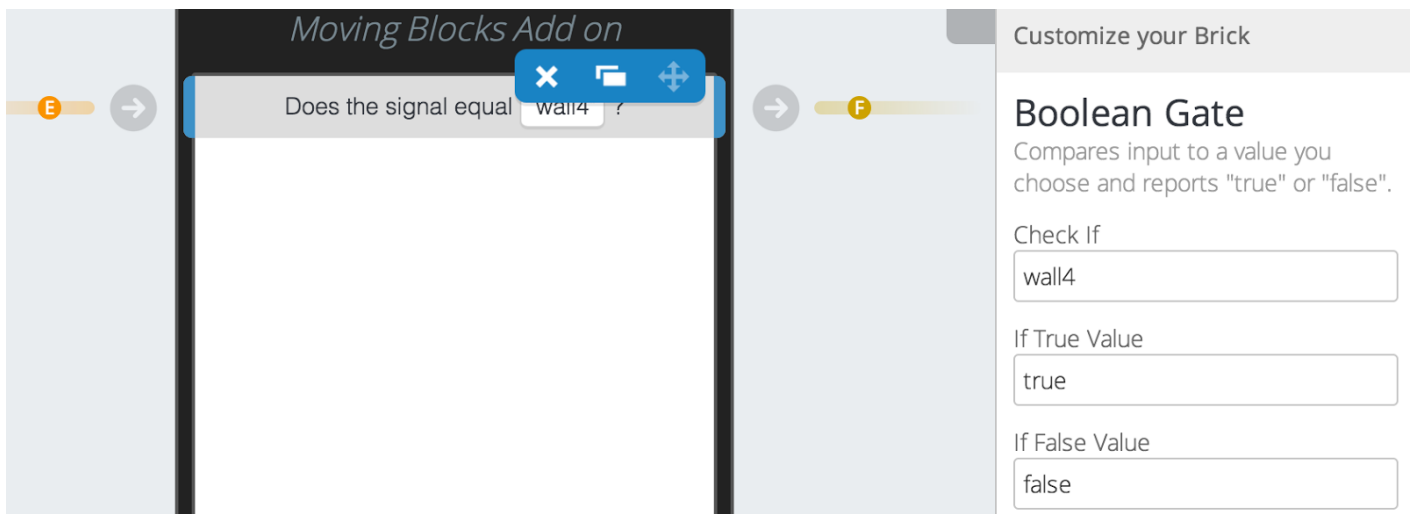
1. **Build the [Basic Chef Game](#).** On your game play screen include a block that you would like to destroy. Make sure that the block that you want to destroy looks different from the other blocks that you are using. Notice which Wall Sprite you use.



2. **Add a page to your app.** This page will include some background programming to push the block. Add the following bricks in this order:
 - a. **Boolean Gate brick**

About the boolean gate brick

The boolean gate brick checks a condition, and lets you connect different outputs if the condition is true or false. For this activity you will check if the value broadcast to Boolean Gate is the wall sprite that you want to destroy. For example, in the image above, we'll check if the value is 'wall4' - the green wall brick.



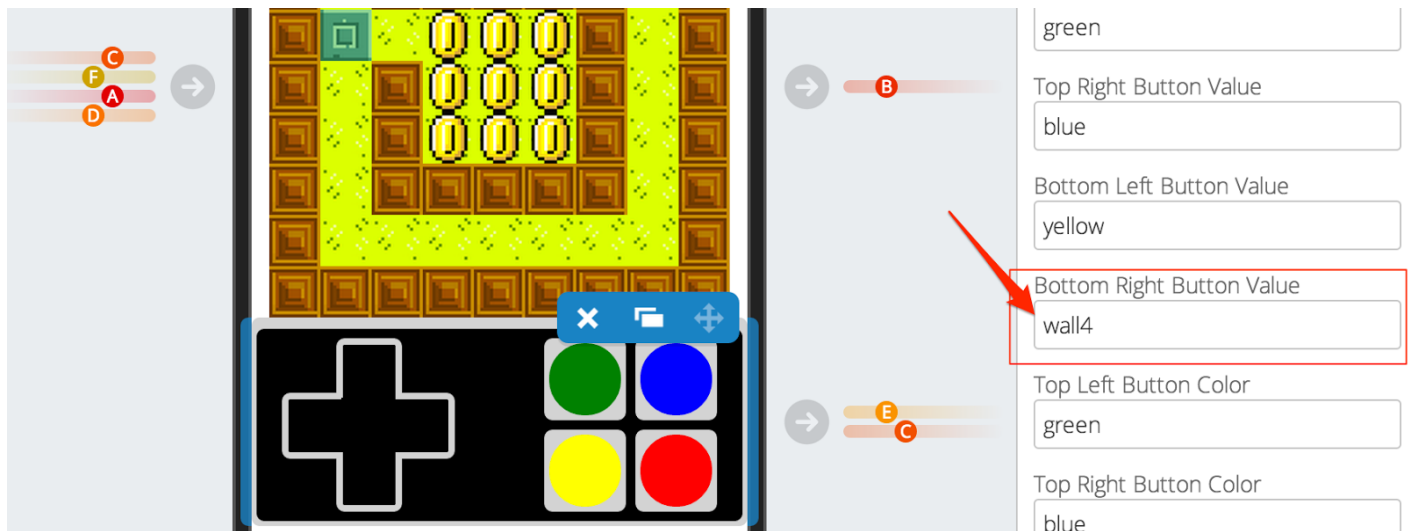
Chef Game Add-on: Destroying blocks

Connect the bricks

1. **Connect the bricks for the [Basic Chef Game](#).** These instructions assume that you have already built the basic game.
2. **Channel E - User clicks the Bottom Right game controller button.** We are going to use the bottom right (red) button on the game controller to destroy the brick.

First, make the button broadcast the value of the name of the block we want to destroy (in this case "wall4".)

Second, connect the Game Controller brick to the Boolean Gate brick. Click on the output arrow on the right of the Game Controller block, and assign 'E' channel to "Bottom Right Button." Connect this brick by clicking on the input arrow on the left of the Boolean Gate brick, and assign 'E' channel to "signal."



3. **Boolean Check - Collide with the correct block?.** Customize the Boolean Gate block so that it checks if the item that button you pressed is to destroy the block. Type the block name ("wall4") into the "Check if" box.
4. **Channel F - Destroy the block.** If the right button was pressed (broadcast value matches the "check if" value, the Boolean Gate will broadcast "True", otherwise it will broadcast "False". If it is true, you want to destroy the block. Click on the output arrow on the right of the Boolean Gate brick, and assign 'F' channel to 'True.' Connect this brick to the Chef Adventure brick by clicking the input arrow on it on the left side, and assigning 'F' channel to Destroy Block.' Note that the block needs to be next to the chef to destroy it.