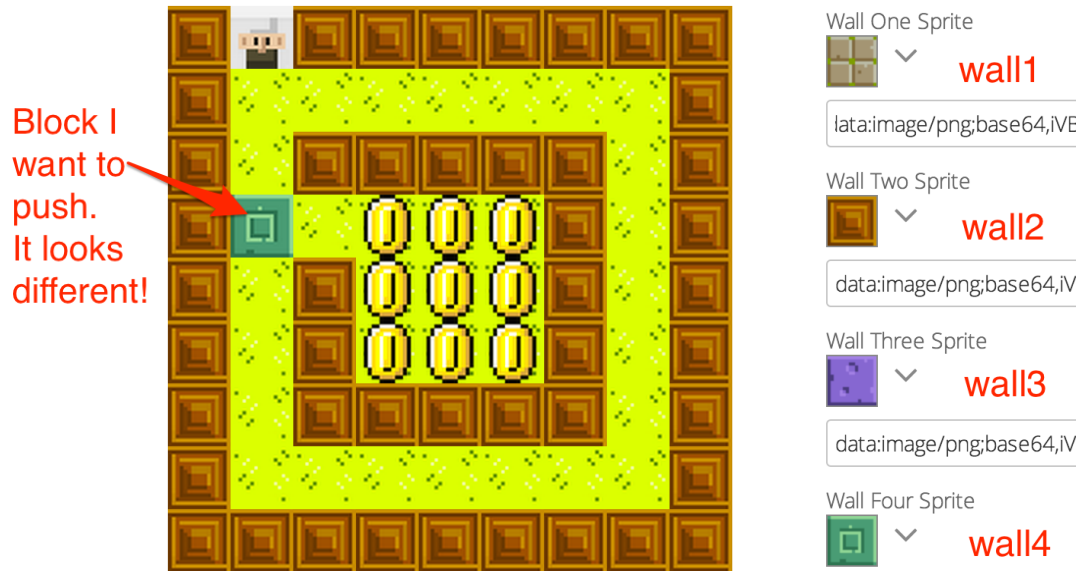


# Chef Game Add-on: Pushing blocks

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

## Set up the app

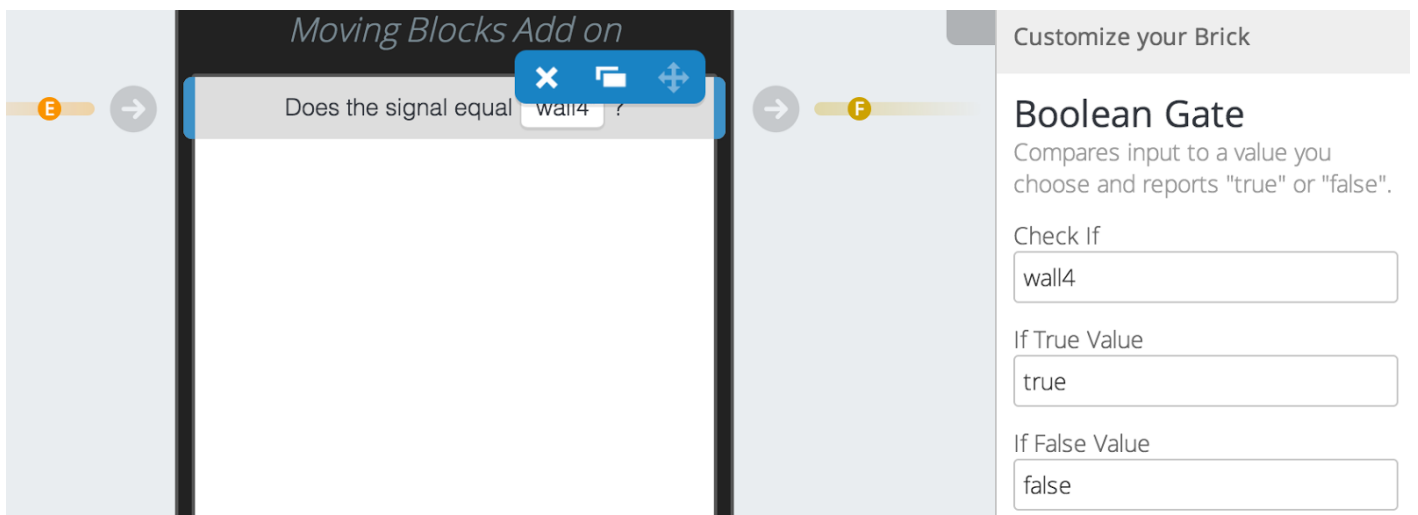
1. **Build the [Basic Chef Game](#).** On your game play screen include a block that you would like to push out of the way. Make sure that the block that you want to push looks different from the other blocks that you are using. Notice which Wall Sprite you use.



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 block that your chef bumped into is the wall sprite that you want to push. For example, in the image above, we'll check if the block is 'wall4' - the green wall brick.



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## 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 - Chef collides with an object - check if it is a movable brick.** Connect the Chef Adventure brick to the Boolean Gate brick. Click on the output arrow on the right of the Chef Adventure block, and assign 'E' channel to "Block Collision." 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 your chef collided with is the movable block. Type the pushable block name into the "Check if" box.
4. **Channel F - Push the block.** If the collided block matches the movable block, the Boolean Gate will broadcast "True", otherwise it will broadcast "False". If it is true, you want to push 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 'Push Block.'