Icon

Description automatically generatedBackground pattern

Description automatically generated

A hot air balloon in the sky

Description automatically generatedGraphical user interface, application

Description automatically generatedA picture containing text

Description automatically generated

Hello Sonia!

Today Jack and Phoebe also built a robot in a technical challenge! We already had set up a template with all the correct locations of the pieces of the robot, so our job was to drag them into the correct place! Figuring out how to drag and assemble objects is great practise for when we start to manipulate scenery on a much wider scale.  
  
Jack and Phoebe used ‘Mouse Button Up’, which will run our code whenever we let go of the mouse after dragging an object! Then we will check if it's touching it's correct space on the robot, and snap it in! As you can see in the code above, Jack and Phoebe ran an if statement to say IF the object body part (arm) is touching the predetermined coordinate of the space (arm space), the object will utilise those same coordinates so it fits there perfectly. Finally, the draggable function becomes false so the object cannot be moved after it’s placed. This is a fun mini test which gets them both to start thinking about how our objects can be manipulated as part of a chain of command as a prelude into it’s focus within the upcoming unit. They was given guidance for how to attach the body of our robot but had to use previous projects concepts and sheer brainpower to attach all other parts! Great job Phoebe and Jack! Let's hope he’s not an angry robot!

They both then had a great time in a 'balloon protect' game where they programmed our balloon object to disappear when one of the dots collided with it. Using the flipDirection this time with the mouse click events we tried to make this into a workable protection game!  
  
We got the dots moving towards our balloon initially and if they were clicked on they would flipDirection and head for the corners of the screen again! If they hit the corners of the screen they could then flip back again and start heading towards the balloon! That was quite a few ‘if’ statements, so our code would start to look more and more messy with so much going on! Phoebe and Jack then got to use the same ‘ | | ‘ OR operator from Bumper Car to make the flip direction code run whenever these things happened. Now we can say: If (the circle is clicked | | circle hits right wall | | circle hits left wall) instead of having 3 statements one after another, we have only one! Great work!  
  
This game conveys to Ninjas that the same concept when applied differently in different events and objects can turn simple code into full games! Great work on this one Jack and Phoebe! Have a fantastic Christmas & A lovely new year 😊!

~Sensei Summer