



Tinker Academy

Scratch Programming Adventure

Join us this Fall on a fun, crazy adventure with Pacman. Help protect Pacman from the bullies Inky, Pinky, Blinky and Clyde. You will design your own Pacman adventure game using the Scratch Programming language. Earn points for your team, as you program Pacman to navigate a complex maze and collect coins while avoiding obstacles and the bullies. Be a winner. Present your game in front of a live audience to collect a prize. Email register@tinkeracademy.com for more information.

Session 1: Art of Game Development

Set the stage for your game changing ideas and position your team to win.

Session 2: It is easy to use Scratch

It is all about creating and managing images. Learn Scratch programming basics and more...

Session 3: Let's get moving

Make Pacman react to user controls while navigating the maze.

Session 4: I'm now getting a sense of this

Get Pacman to sense coins and walls, collecting coins while avoiding obstacles.

Session 5: Make the bad bullies run

Program Inky, Pinky, Blinky and Clyde to follow Pacman, but not too fast...

Session 6: Let's make some more noise

Make your game come alive by programming sounds into the game.

Session 7: Getting your act together

Polish your game. Make it production ready.

Session 8: Presentation to parents and other students

Present your final game. Cheer your parents along as they play your Pacman adventure on the big screen in front of a live audience.