

AP Computer Science Principles

Unit: Game Design

Lesson 5: Fight Mechanics

Link: [Fight mechanics and more](#)

NYS Standards:

9-12.CT.8 Develop a program that effectively uses control structures in order to create a computer program for practical intent, personal expression, or to address a societal issue.

9-12.CT.9 Systematically test and refine programs using a range of test cases, based on anticipating common errors and user behavior.

Learning Intentions:

- ☐ Simulate “fighting” with costumes changes
- ☐ Sense a hit and change a score
- ☐ Get two players to interact
- ☐ Control a players actions in a variety of ways
- ☐ Take in and use player input (ask/answer)

Instructions:

- 1) Open and save the file [Fight mechanics and more](#).
- 2) Paste a SHARED link to your project here (I will be able to see updates/changes as long as you save them).

- 3) Explore what each sprite can do

4) Improve the game in **one or more of the following ways:**

- a) Better costumes/background
- b) Add a player2 and get them to interact (**Hint:** duplicate the player1 sprite by right clicking)
- c) Add more functionality to the players (like the ability to jump?)
- d) Figure out how to get the score to go up just by one each time you punch.

5) Show and explain what you did.

CODE PIC/Costume pic	PURPOSE/FUNCTION/HOW IT WORKS

(Add rows as needed)