

Hopscotch Coding: Geometry Dash

Directions:

- Fill in the blanks where asked
- Complete the steps in sequence (in order)
- Test your game after each set of steps!

What is:

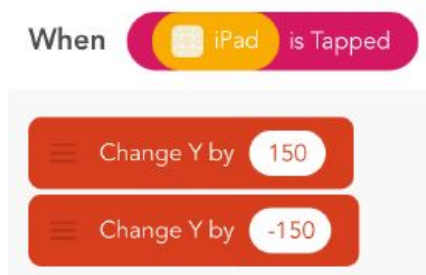
1. A Bug? _____
 2. Debugging? _____
 3. Concurrency? _____
 4. Random? _____
 5. Range? _____
-

The Hero Object

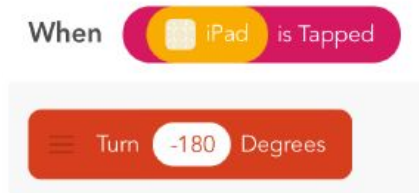
- ☐ **Add a hero object** (square emoji), place it near the bottom left corner of the screen.
- ☐ **Add a rule** to the hero object that **makes it bigger**



- ☐ **Add a rule** to the hero to **make it jump**



- ❑ Make the hero **turn while jumping**



The Background

- ❑ Add any object
- ❑ Add a rule to **have the object draw across the screen**



- ❑ Add to the rule, **make the object draw faster**



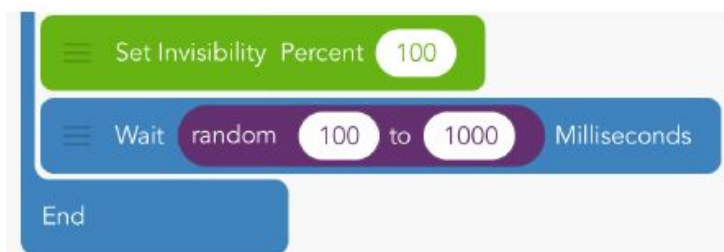
Obstacles

- ☐ Add a triangle emoji
- ☐ Add a rule to the triangle object to **make it bigger**
- ☐ Make the obstacle's sequence repeat forever

When **the play button is tapped**

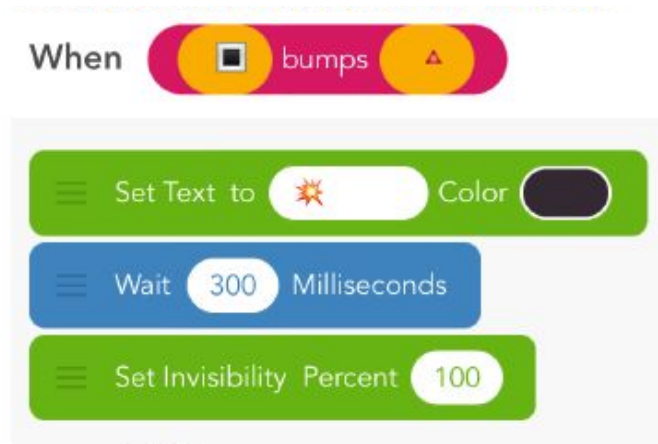


- ☐ Add to the obstacle's rule, make it wait a random amount of time: 100 - 1000.



Collisions

- ☐ Add a **new collision rule to the hero object**



NOW ADD TO YOUR GAME!

Challenges:

- ☐ Make the background colors random
- ☐ Add more obstacles
- ☐ Set the obstacle size to random each time, makes your game different everytime you play it