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!
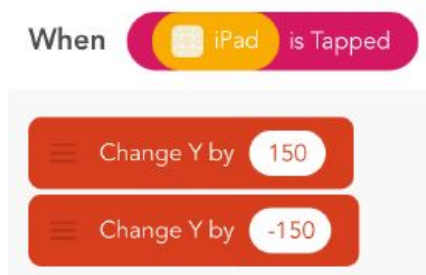
What is:

1. A Bug?   _____

2. Debugging?   _____

3. Concurrency?   _____

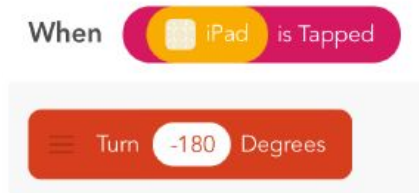4. Random?   _____

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**

When   the play button is tapped

Set Size Percent 200

❏ **Add a rule** to the hero to **make it jump**

When   iPad is Tapped

Change Y by 150

Change Y by -150

❏ Make the hero **turn while jumping**

When [iPad] is Tapped

≡ Turn -180 Degrees

The Background

❏ Add any object

❏ Add a rule to **have the object draw across the screen**

When the play button is tapped

≡ Set Invisibility Percent 100

Leave a Trail Color ⬭ Width 3000

≡ Move Forward 1

End

≡ Set Position to X 0 Y 150

Leave a Trail Color ⬭ Width 300

≡ Move Forward 1050

End
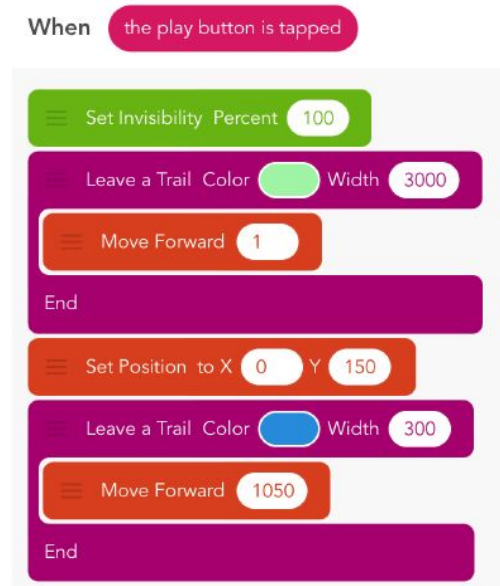
❏ Add to the rule, **make the object draw faster**

When the play button is tapped

≡ Set Speed to 9999

≡ Set Invisibility Percent 100

Obstacles

- ❏ Add a triangle emoji
- ❏ Add a rule to the triangle object to **make it bigger**

When `the play button is tapped`

≡ Set Size Percent `200`

- ❏ Add to the rule to **have the obstacle move across the screen**

≡ Set Invisibility Percent `100`

≡ Set Position to X `1000` Y `300`

≡ Set Invisibility Percent `0`

≡ Change X by `-1000`

≡ Set Invisibility Percent `100`

- ❏ Make the obstacle's sequence repeat forever

When `the play button is tapped`

≡ Repeat Forever

   ≡ Set Size Percent `200`

   ≡ Set Invisibility Percent `100`

   ≡ Set Position to X `1000` Y `300`

   ≡ Set Invisibility Percent `0`

   ≡ Change X by `-1000`

   ≡ Set Invisibility Percent `100`

End

❏ **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**
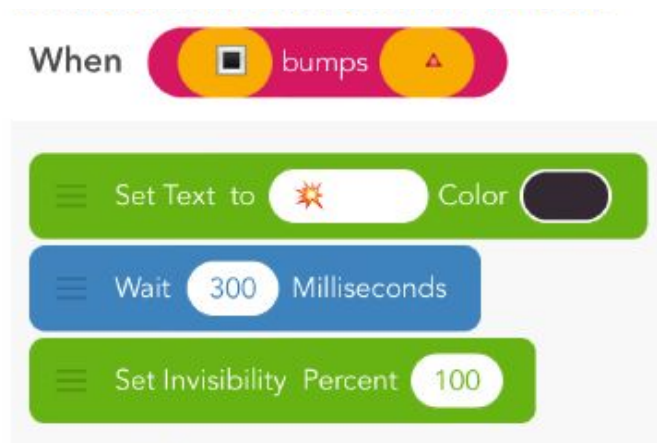
NOW ADD TO YOUR GAME!

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