

# CoderDojo Athenry

**"Above all, be cool"**



**Every week:**

- ✓ Sign in at the door

**If you are new:**

- ✓ Fill in Registration Form
- ✓ Ask a Mentor how to get started

**Make sure you are on the Athenry  
Parents/Kids Google Group:** email  
[coderdojoathenry@gmail.com](mailto:coderdojoathenry@gmail.com)

Wifi password: **coderdojowireless**

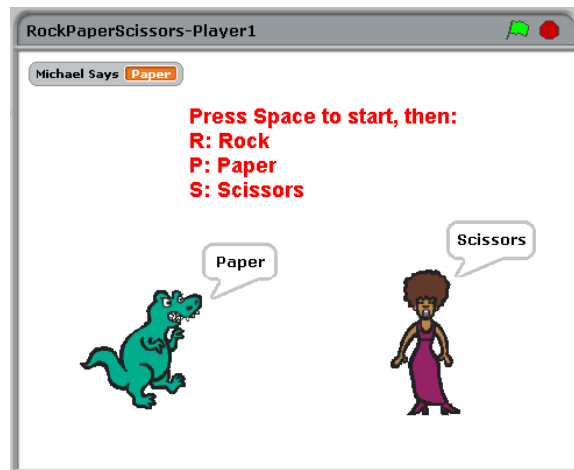
# CoderDojo Athenry

**Scratch Intermediate**



Code and notes by Michael Madden, 2013

## Today's Ninja Challenge: Create a Rock-Paper-Scissors Game for 1 or 2 Players!



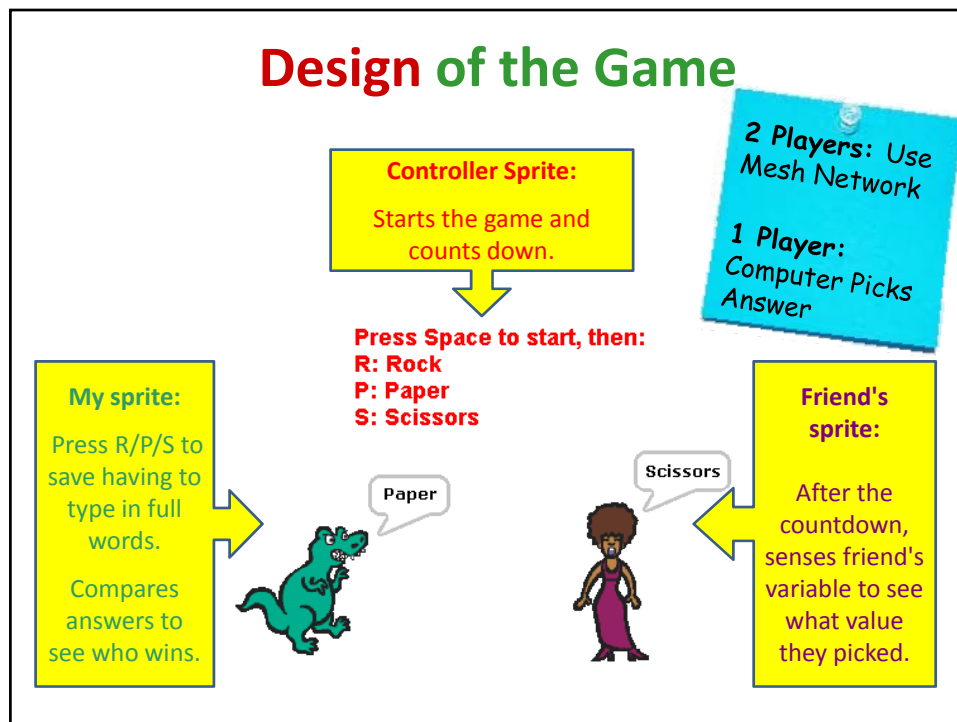
## Today's Big Ideas

Design of 1 or  
2 Player Game

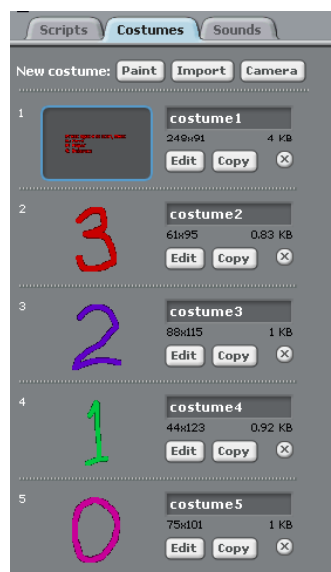
Communication  
with variables

Broadcasts

## Design of the Game



## The Controller Sprite



First show instructions.  
Countdown from 3 to 0.  
Time Up: sprites show answers.



The "Start Game" broadcast is to sync starting on two computers

## My Sprite



```

when [r] key pressed
set [Michael Says] to [Rock]

when [p] key pressed
set [Michael Says] to [Paper]

when [s] key pressed
set [Michael Says] to [Scissors]
  
```

Very important that both players use same spellings, including same capitals!

In a few minutes, we'll add more code to see who wins

## Friend's Sprite: 2-Player Version

When time is up, sense what your friend has picked and display it

```

when I receive [Start Countdown]
say [ ]
  This is to get rid of what it was previously saying

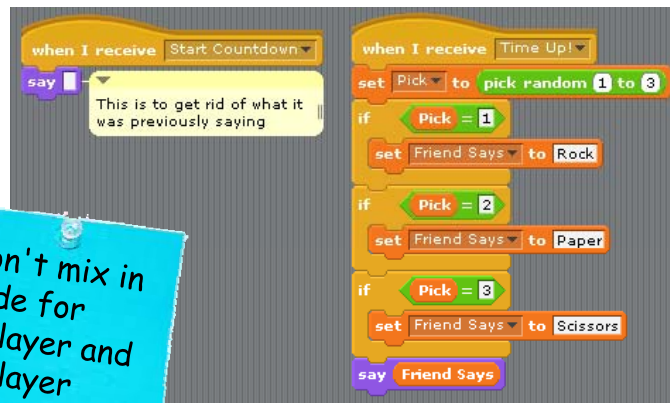
when I receive [Time Up!]
set [Friend Says] to [Patricia Says] sensor value
say [Friend Says]
  
```

This is for 1 player in 2 Player version: need similar code for both



## Friend's Sprite: 1-Player Version

The computer picks 1/2/3 at random for Rock/Paper/Scissors

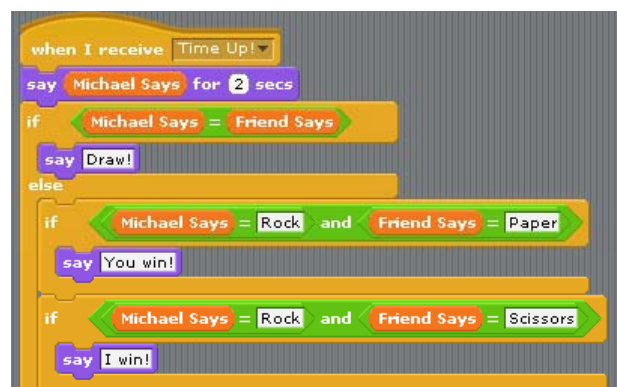


Don't mix in code for 1-player and 2-player versions!



## Who Wins?

Add this code to your own sprite.  
First test for a Draw, then start testing other combinations.



Can you figure out the rest of this code?

## Can you Think of More Features?

1. Play multiple times and keep score
2. Use graphics instead of saying the words  
Rock / Paper / Scissors
3. Add sound effects
4. Support both 2-player  
and 1-player mode, with  
sprite to work as button to switch



Use your  
imagination!

## Next Time...

Design your own networked 2-player game!

Modify Pong?

Pick one of your old games and modify it?

Come up with a completely new one?

## At the End ...

Upload your project to the Scratch Website

user: **cdathenry** password: \_\_\_\_\_

Access it  
from home

Improve it

Show your  
friends!

