

# 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

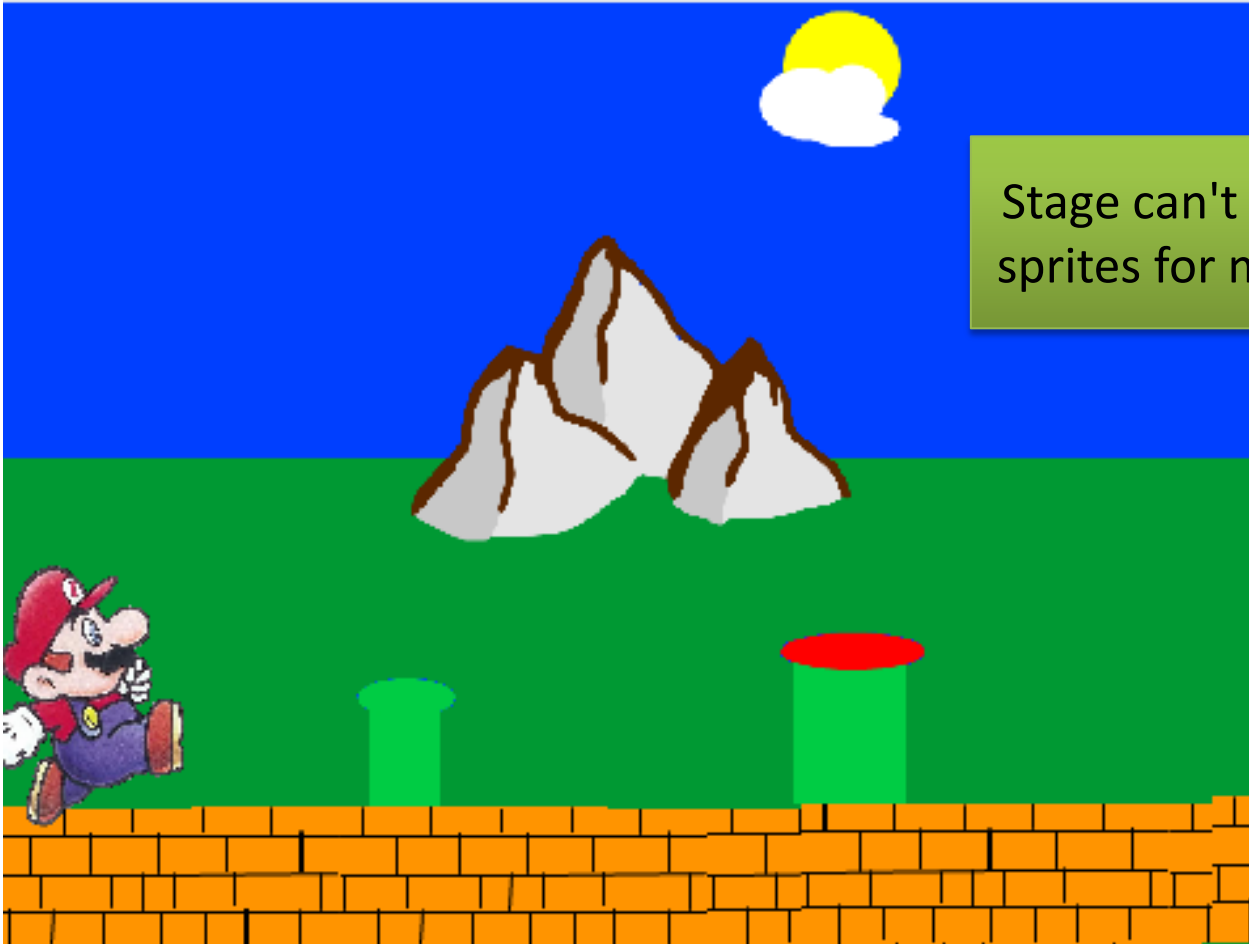
## SCRATCH Beginners



Code and notes by Martha Fahy

# Today's Challenge:

## Scrolling Backgrounds



Stage can't move: need to use sprites for moving background

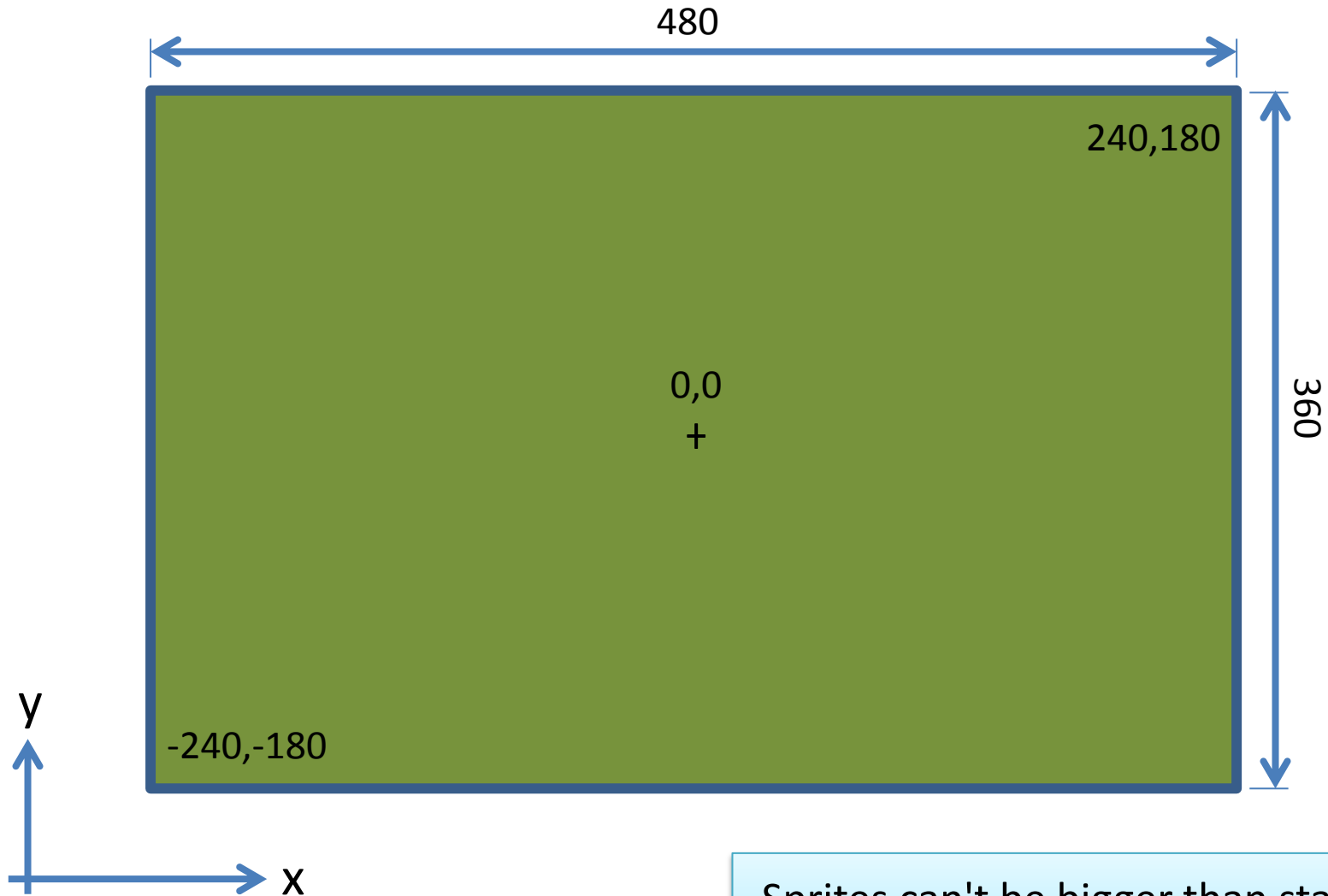
# Lets get our Sprites



**Mario: Search online  
and save as a .png file  
and then import it into  
Scratch**

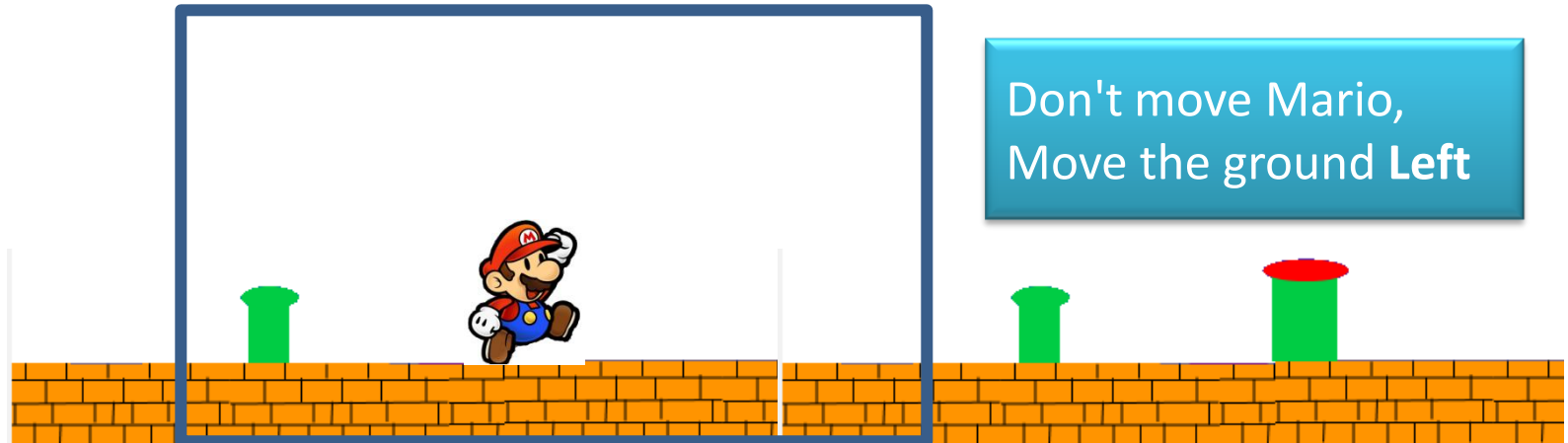


# The Scratch Stage



Sprites can't be bigger than stage:  
max length is 480 also

# To make it look like Mario is moving Right ...



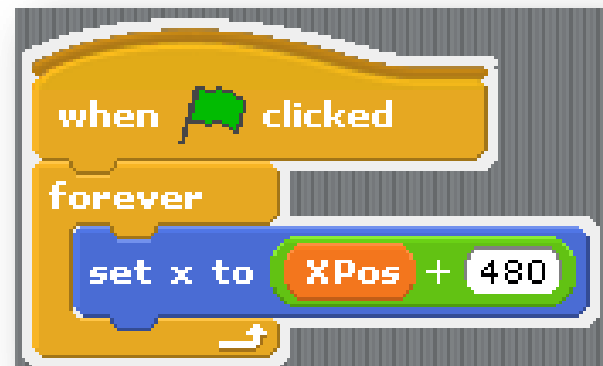
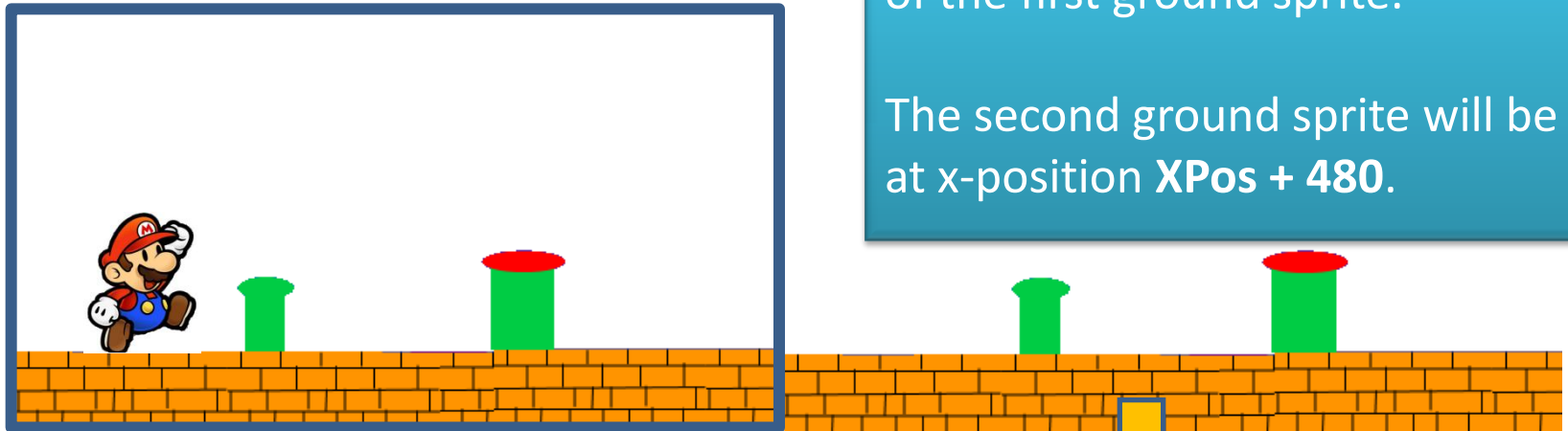
Sprites can't be bigger than stage:  
max length of each one is 480,  
so we need at least two of them.

Add more to make ground longer.

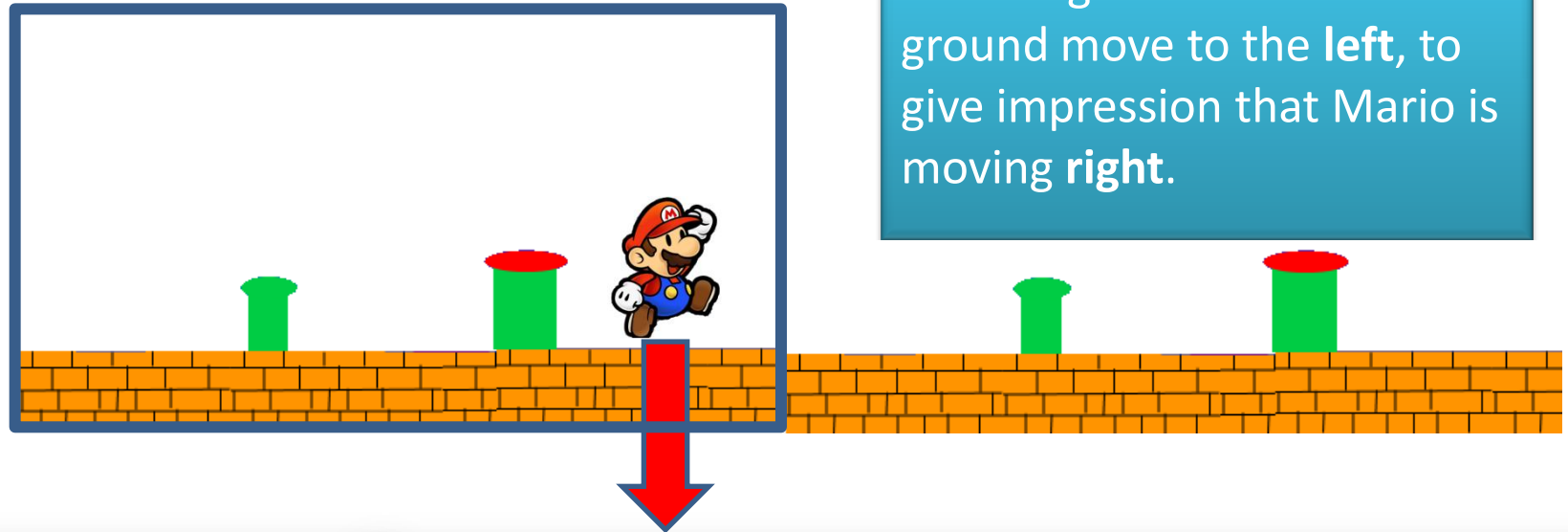
# How to do it, Part 1 ...

Make a variable **XPos**: x-position of the first ground sprite.

The second ground sprite will be at x-position **XPos + 480**.



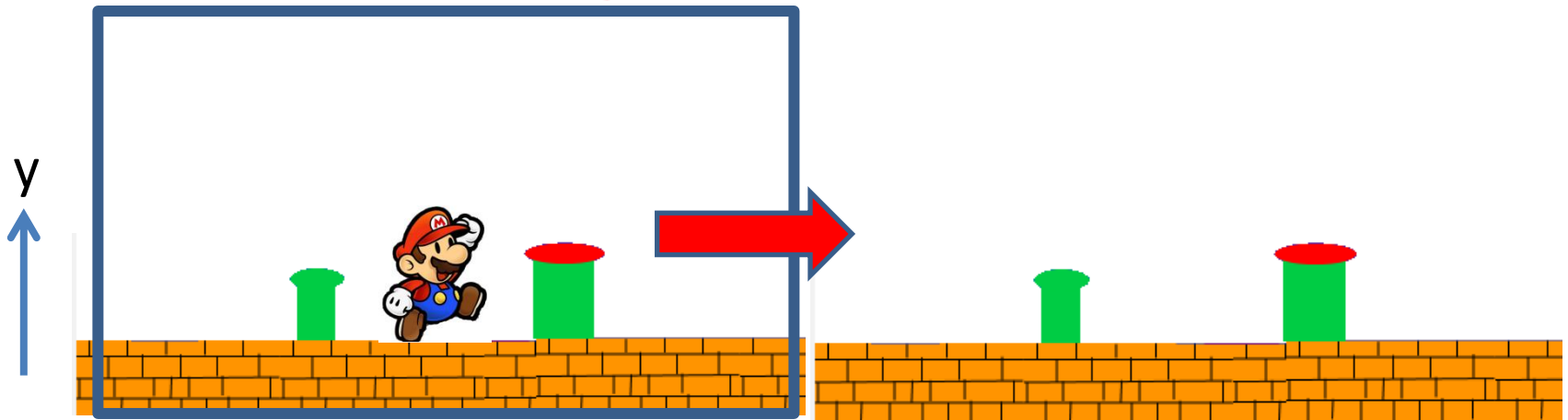
# How to do it, Part 2 ...



<p>when  clicked</p> <p>set XPos to 0</p>	<p>when right arrow key pressed</p> <p>point in direction 90</p> <p>change XPos by -5</p>	<p>when left arrow key pressed</p> <p>point in direction -90</p> <p>change XPos by 5</p>
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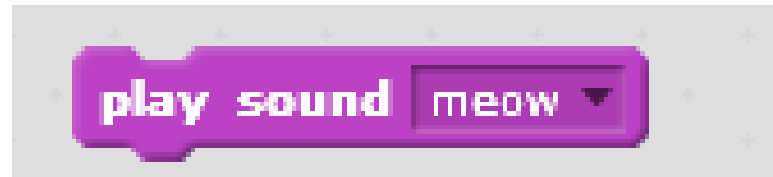
# Make Mario stand on the ground ...



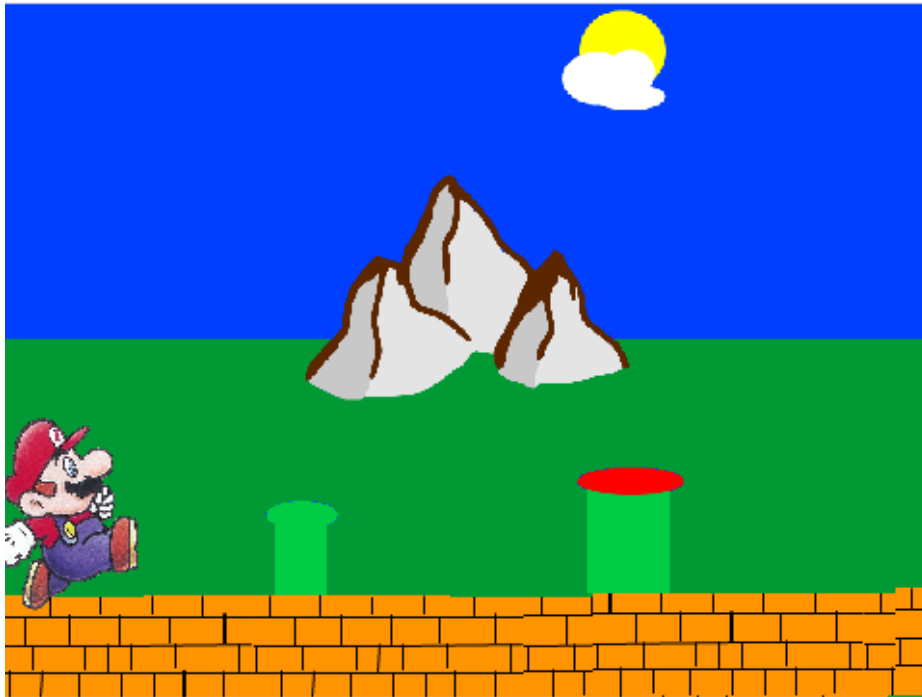
If above ground (not touching colour) move Mario down a bit.



# Some more ideas...



# Advanced Idea: Parallax Effect



Mountains appear to move more slowly, so change their **XPos** by a smaller amount.

Also need to consider **layers**: the ordering of the sprites.



# At the End ...

Upload your project to the Scratch Website

user: **cdathenry** password: **athenry**

Access it  
from home



Improve it



Show your  
friends!



# Uploading to Scratch Website

