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

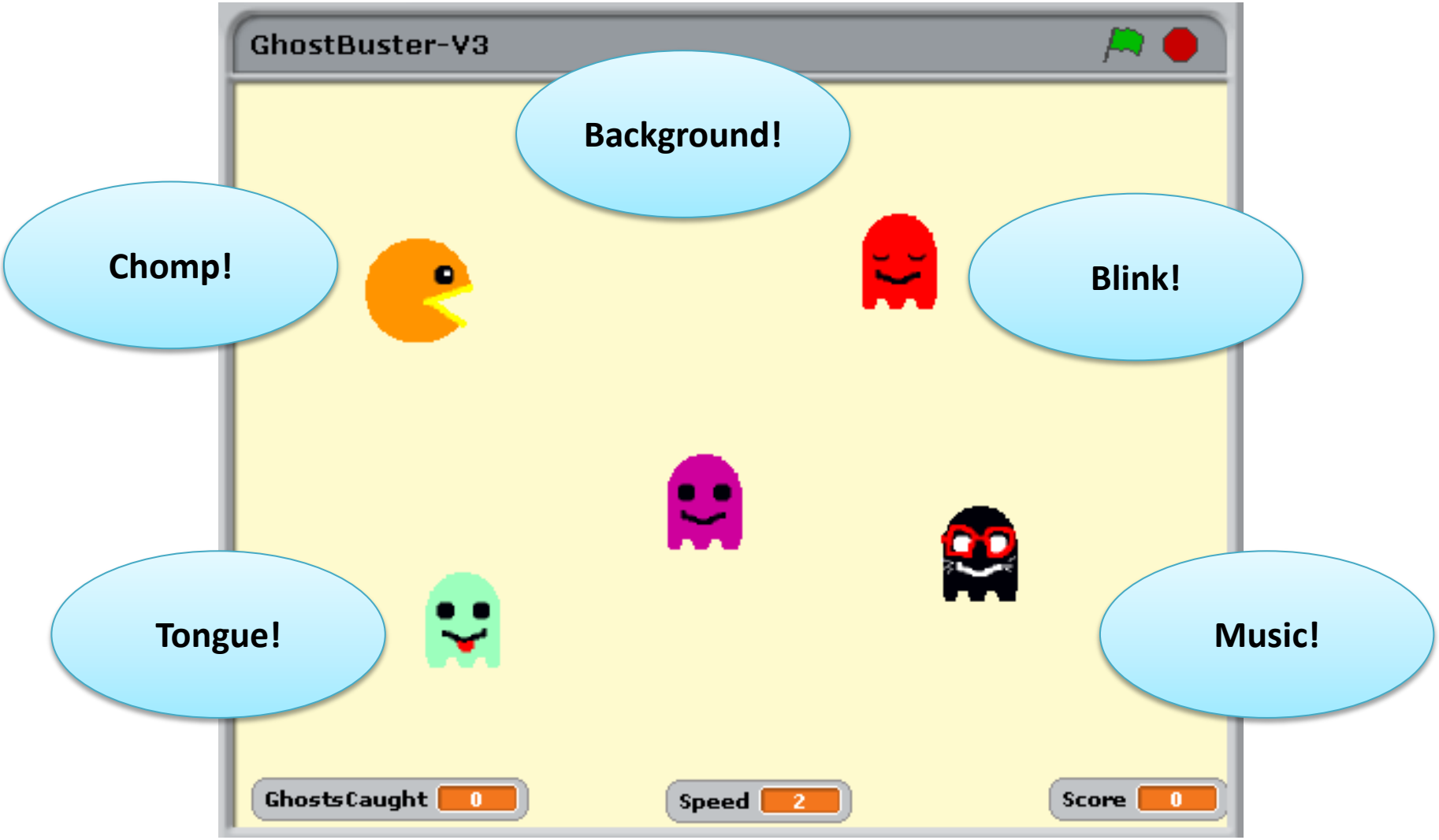
Make sure you are on the Athenry Parents/Kids Google Group: email coderdojoathenry@gmail.com

CoderDojo Athenry

SCRATCH Beginners

Code and notes by Martha Fahy 2014

Today's Ninja Challenge:
Make Better GhostBuster Game



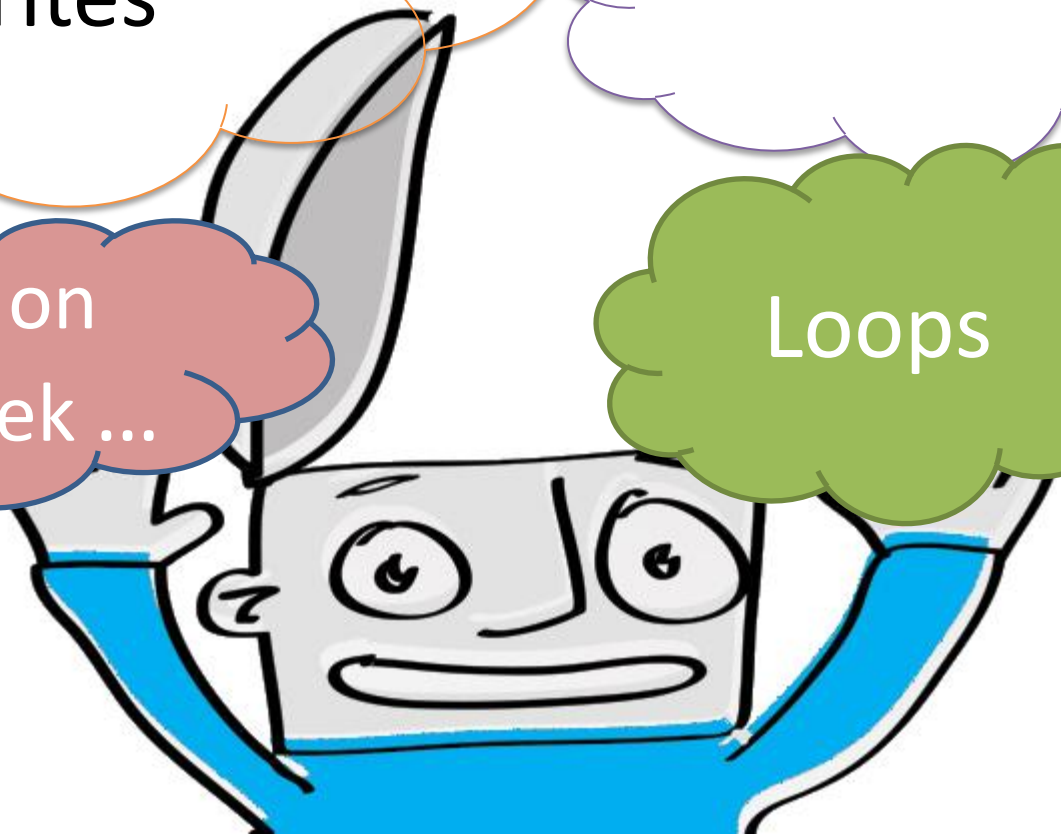
Today's Big Ideas

Communicating Sprites

Animation

Build on last week ...

Loops



Steps To Make Your Improved Game

Add an eyes-shut costume for each ghost,
Code to make it animate between costumes

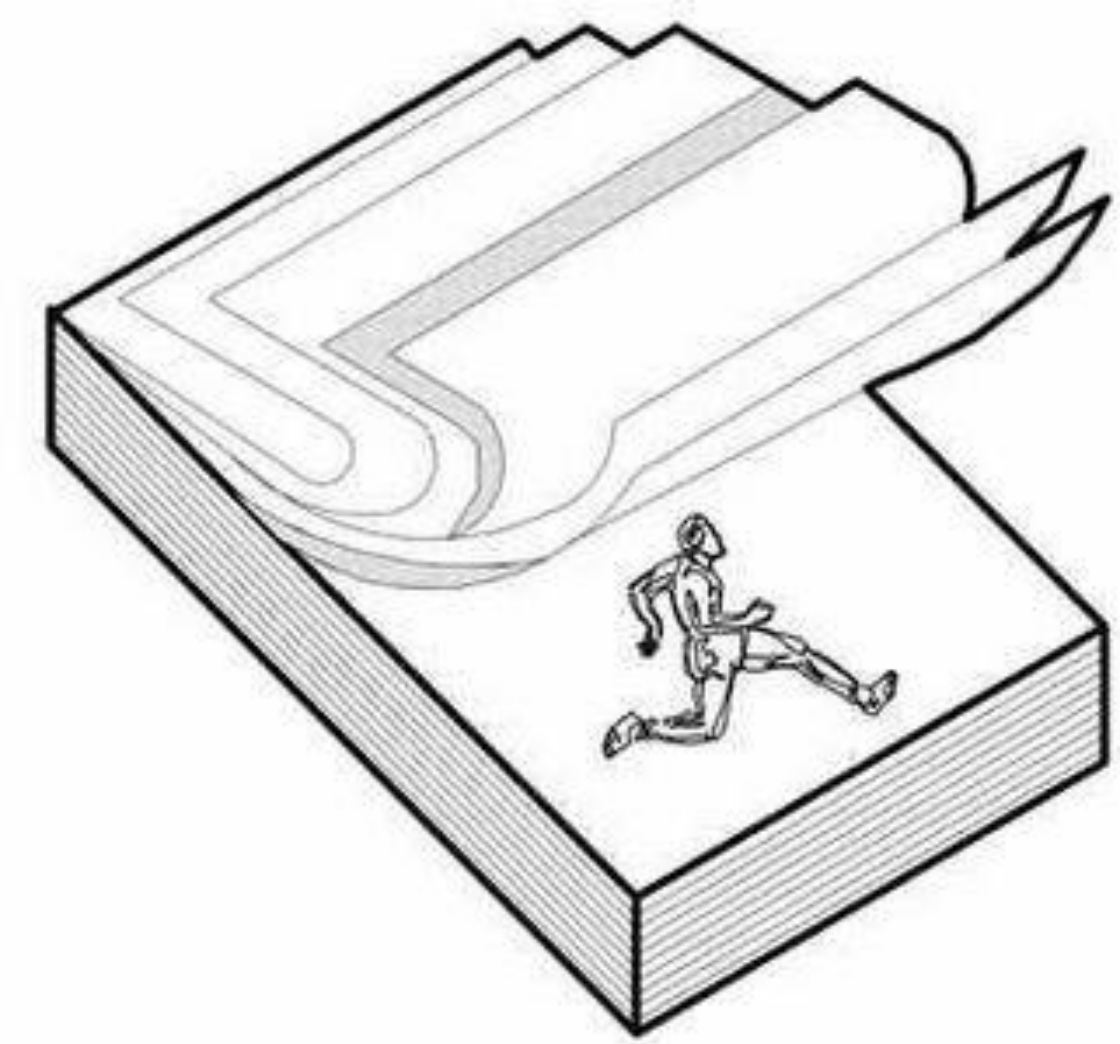
Select a music track for the Stage,
Add code to make it play forever

Make ghosts broadcast a message
when they're eaten

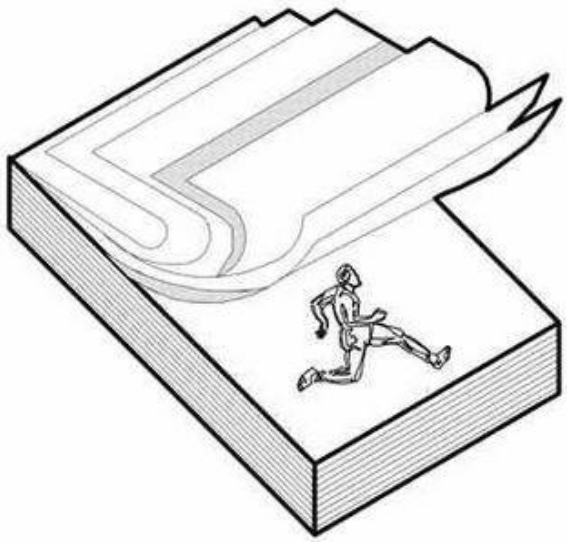
Animate Ghostcatcher to chomp when it
receives a broadcast that a Ghost is eaten

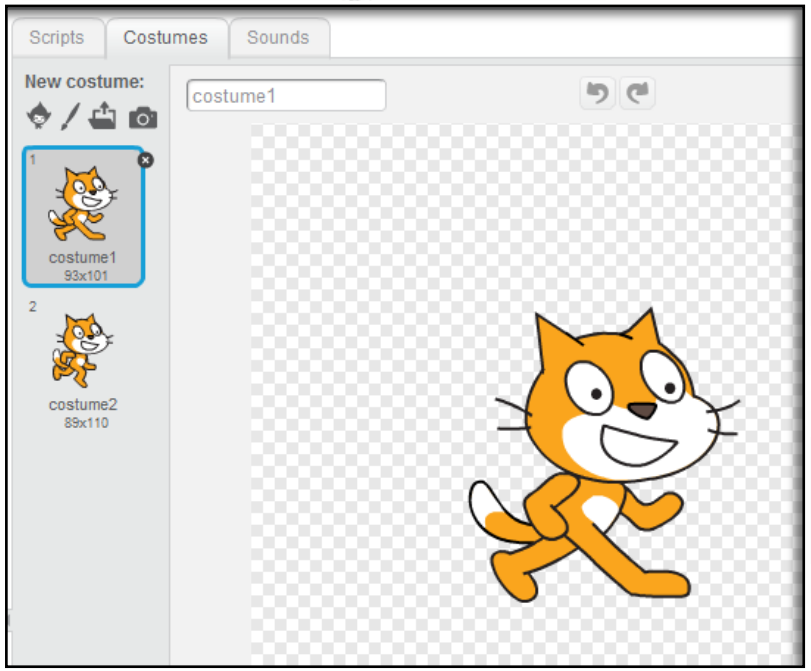
Make Ghostcatcher broadcast each new level,
Make the stage change colour for them

How Animation Works

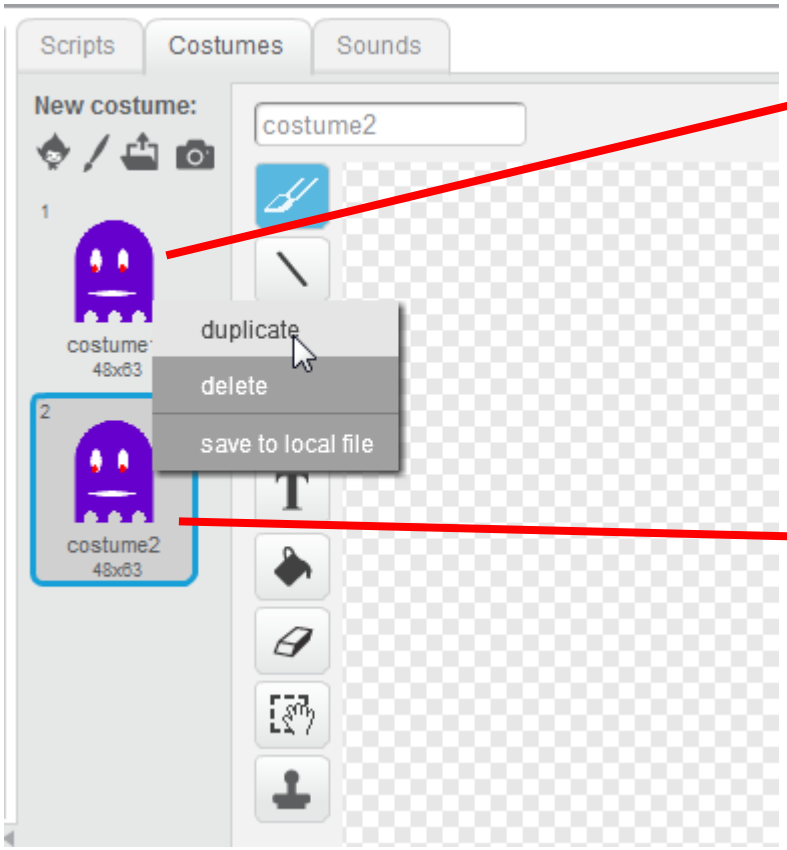


How Animation Works



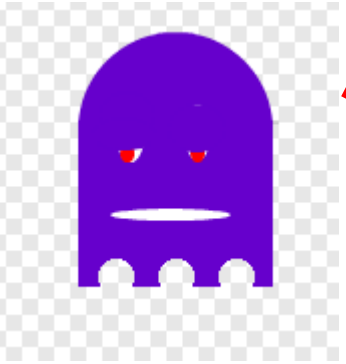


Animate Your Ghosts: Costume



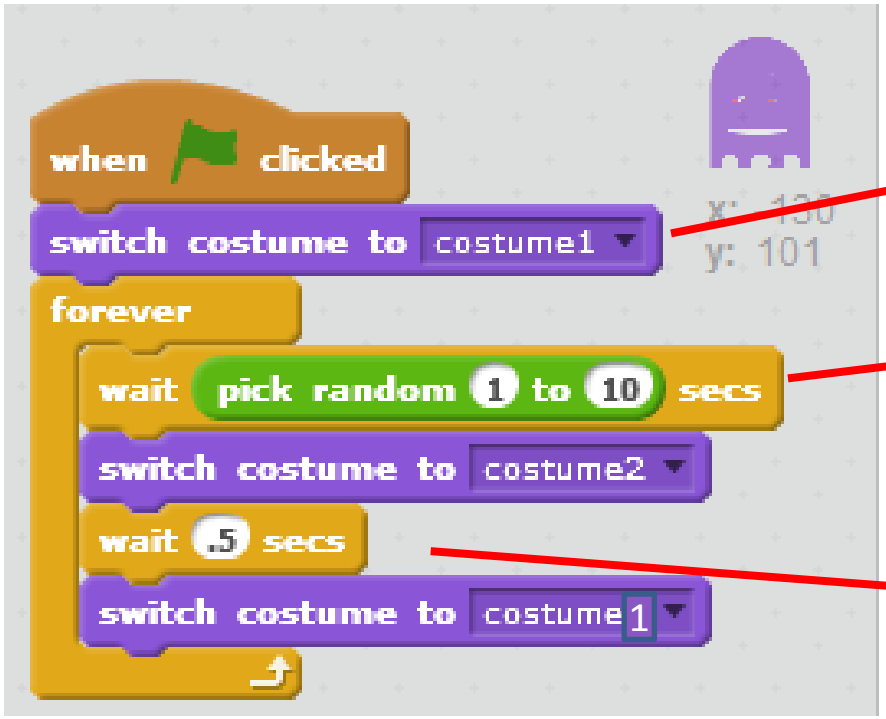
duplicate the original

Edit the copy



Make costume2 different

Animate Your Ghosts: Code

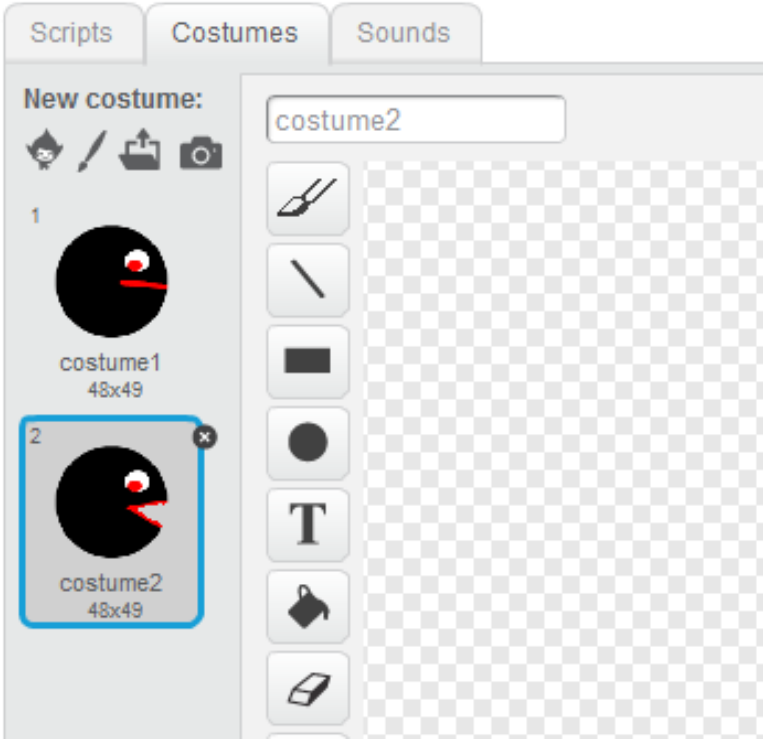


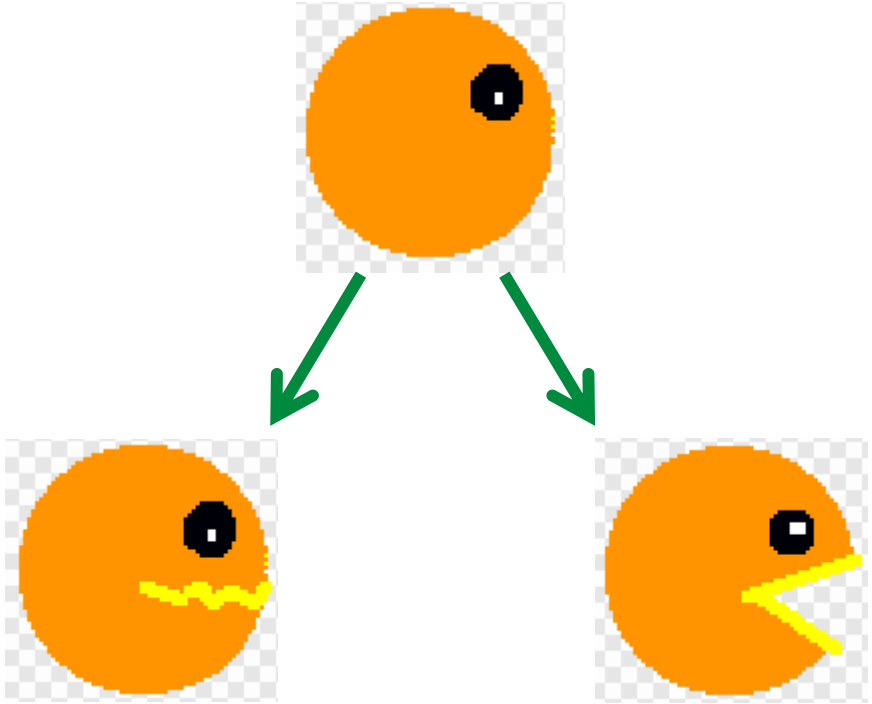
At the start, not blinking

Every now and again…

Close eyes for ½ second, then open them again

Making PacMan Chomp:
Costumes





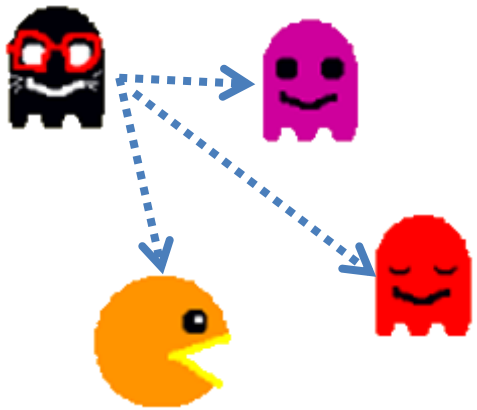
TIP: to make sure only difference is mouth, re-draw with no mouth, copy, then add different mouths in each costume.

Broadcasts:
How Sprites Communicate

1: Make new message

All computer languages have ways of exchanging data/messages between different parts of code

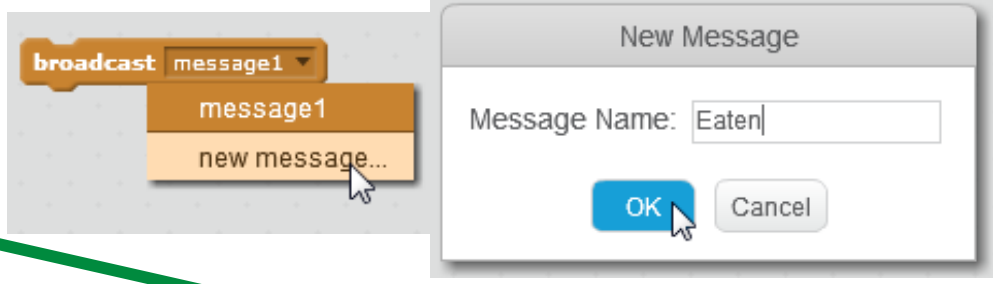
2: A sprite broadcasts it

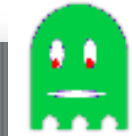


3: Others can react to it

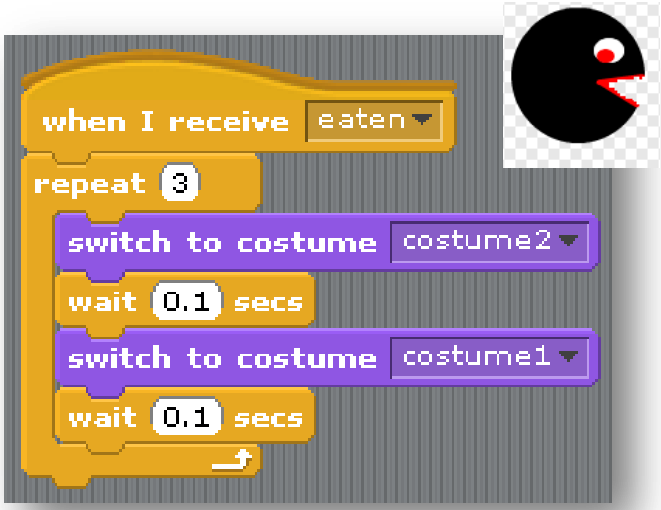
Making Ghostcatcher Chomp: Code

Make new message



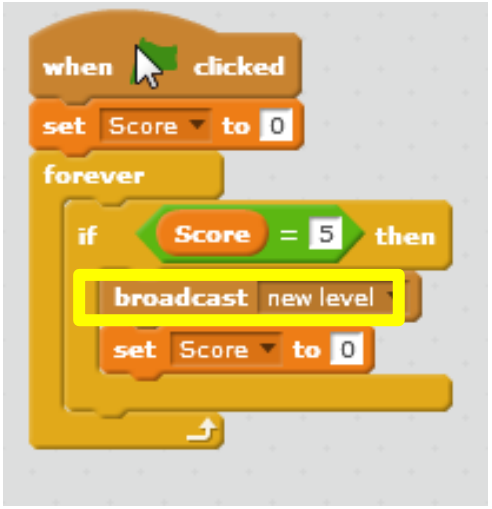


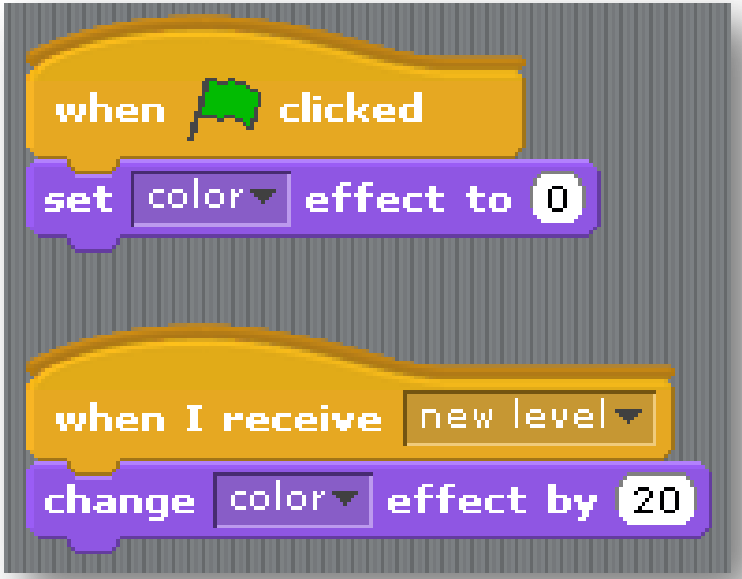
All **ghosts**: Add 1 line



PacMan:
Add block of code

Change Background Colour at Each Level

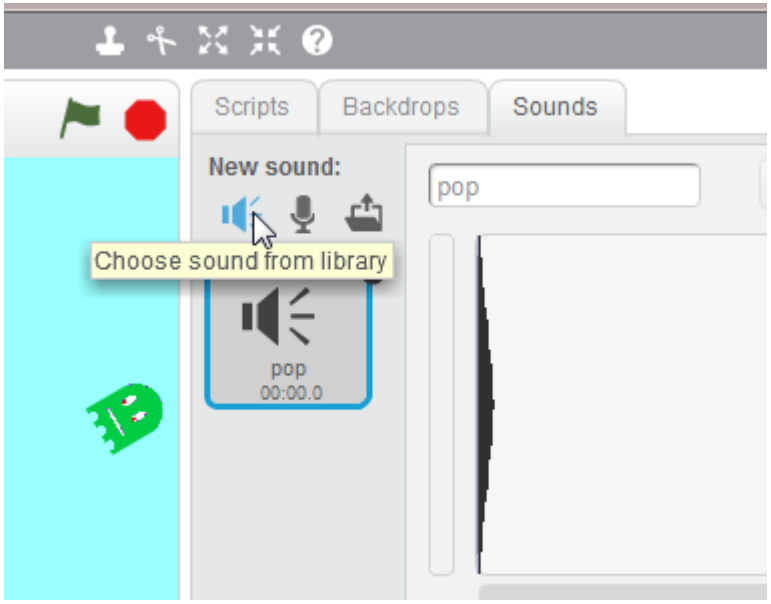




Ghostcatcher: Add 1 line

Stage:
Add 2 blocks of code

A Music Loop

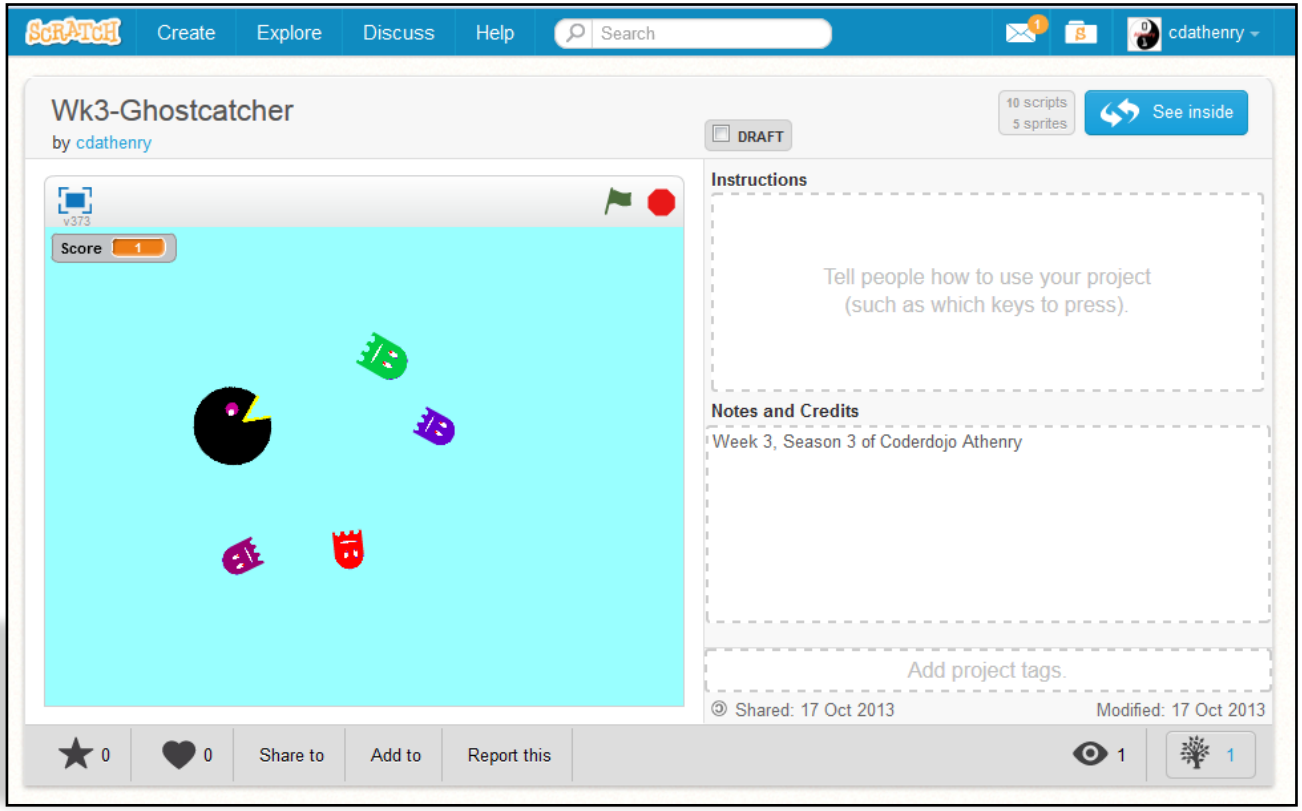

Scripts
Backdrops
Sounds
New sound:
pop
Choose sound from library
pop
00:00.0

when clicked
forever
play sound cave until done

At the End …

Upload your project to the Scratch Website
user: **cdathenry** password:

Access it from home

Improve it

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