

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 **Big** Ideas

Designing
your game

Loops &
Decisions

Communicating
Sprites

Variables



How to Get Started

Plan the Design

- Think first!
- Start simple: add more later

Reminder
from
Week 1

Create First Character

- Design it: appearance & behaviours
- Write script (Code) to control its behaviours

Test It

- Any bugs? (Not working as expected)
- Debug and Improve

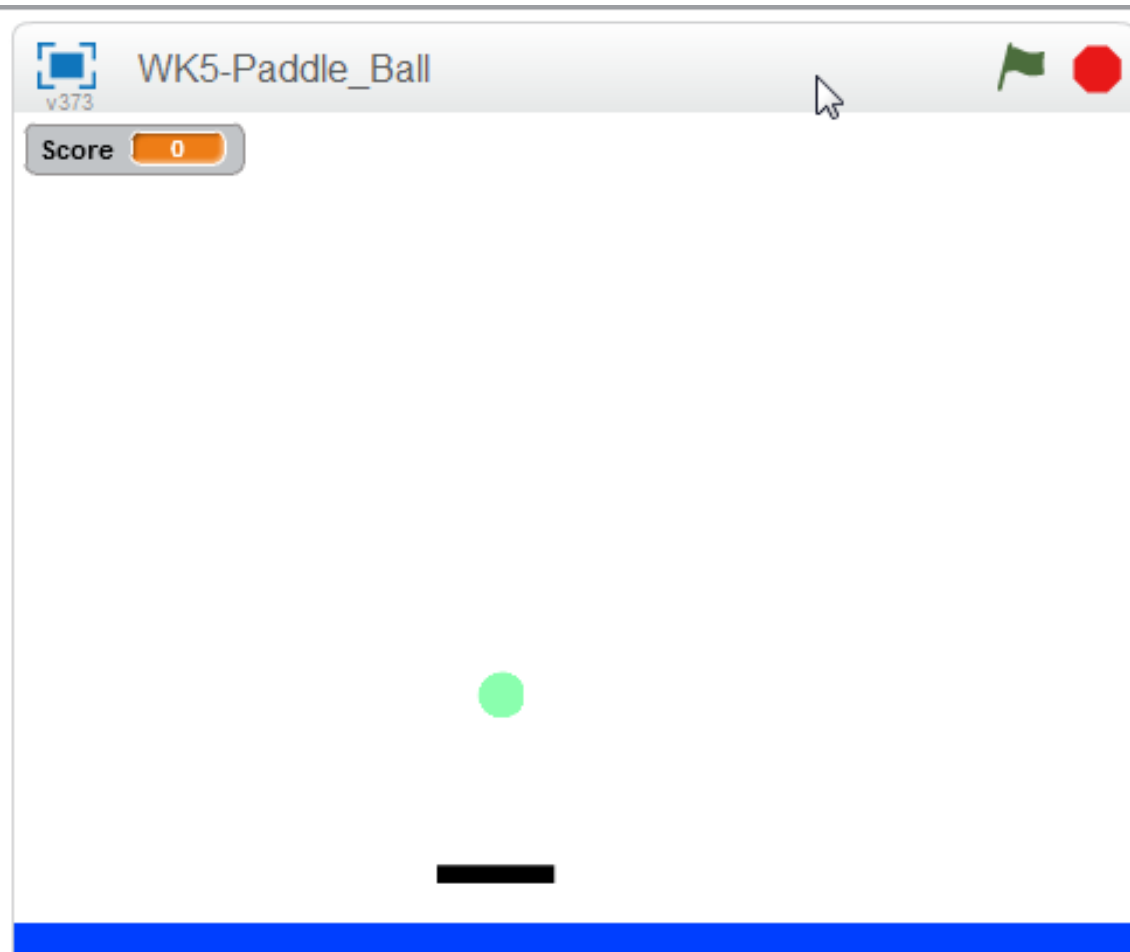
Extend It

- More Characters, More Behaviours, More Testing!

Today's Ninja Challenge:
Create a Game Like This



My Game looks like this !

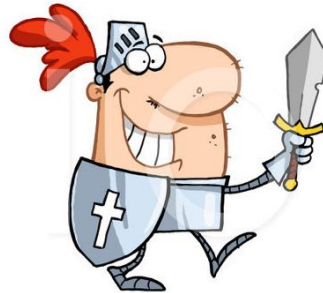


You have to come up with your own idea.



Princess catching a
Crown

OR



Knight catching a
Dragon

OR



Wizards hat catching
Stars

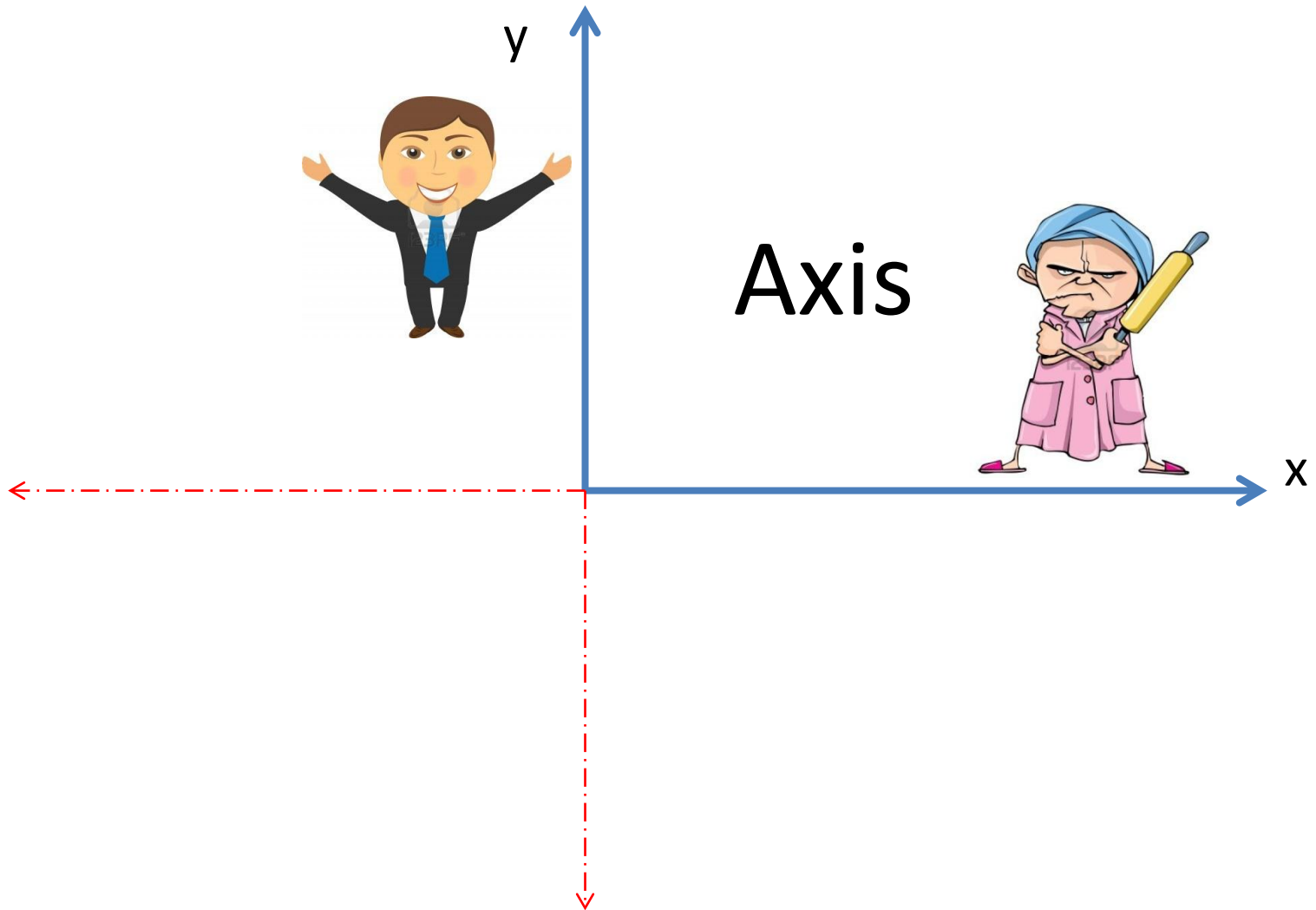
Making your first Sprite Move



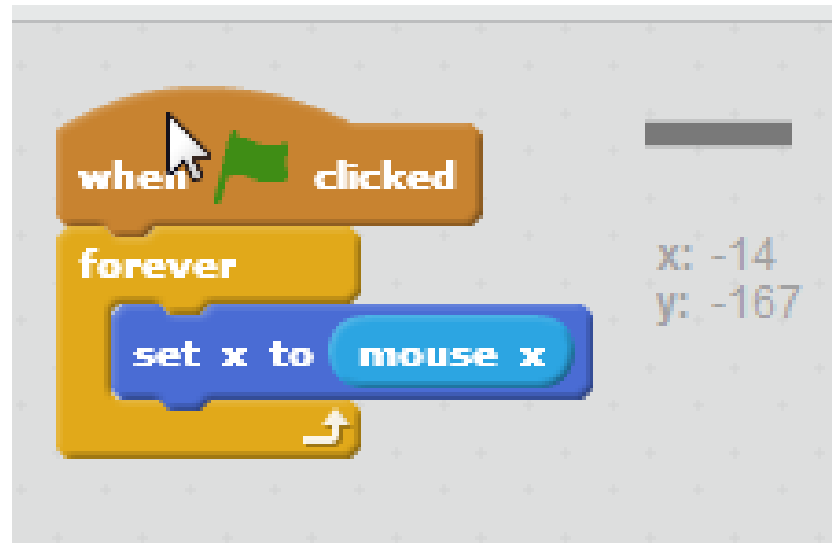
We need to move it with the mouse,
But only left and right



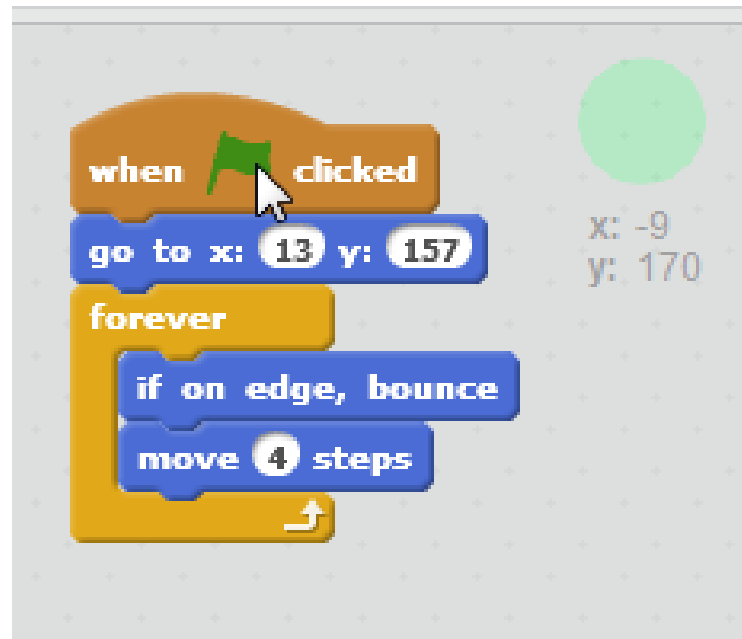
Make it Move only on the X axis



Make it Move only on the X axis



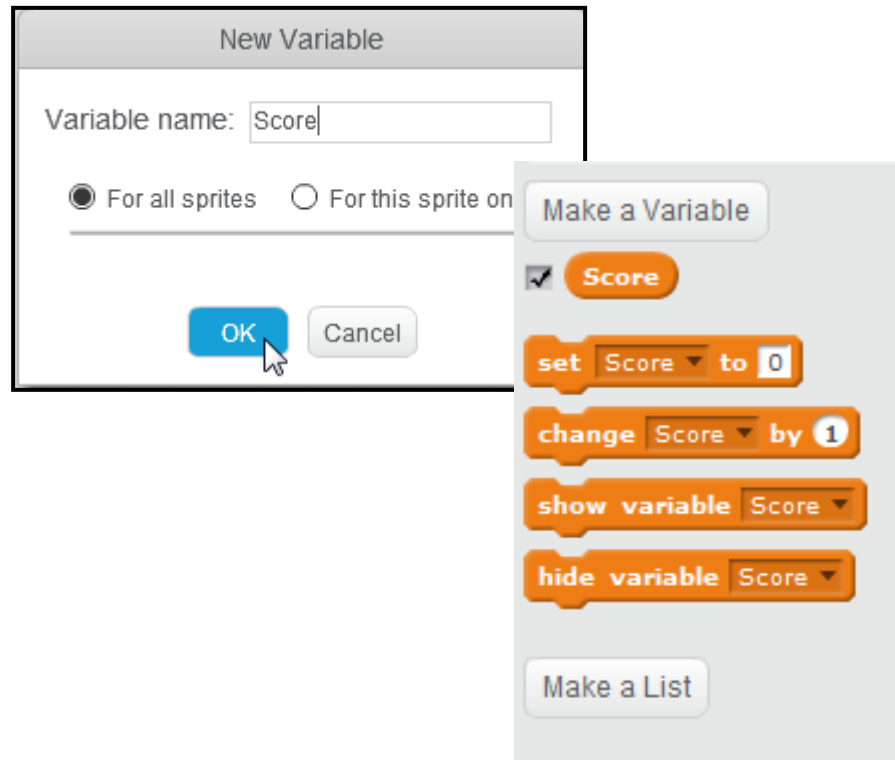
Making our Second Sprite fall...



We need to add some randomness...

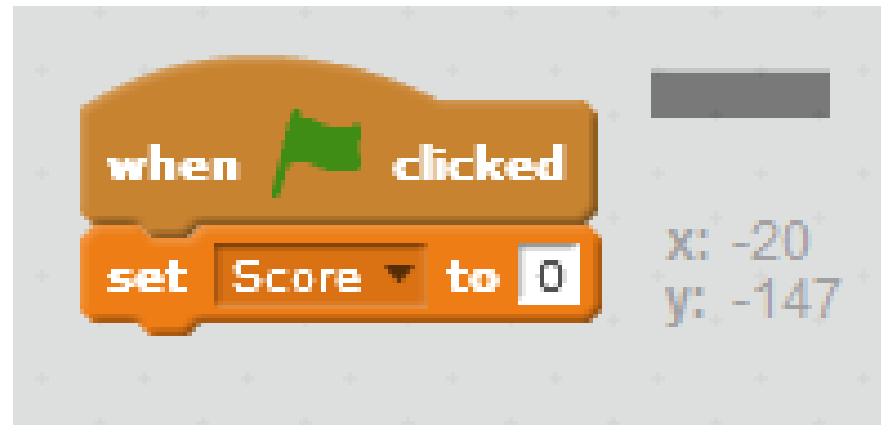


Lets add a score!



Lets make
a variable

Lets add a score!

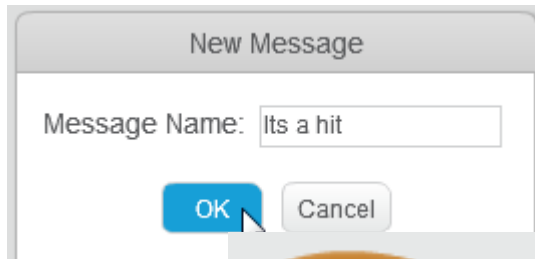


Sprites need to communicate

My Paddle needs to know
when it hits the ball...
To decide that it has
scored



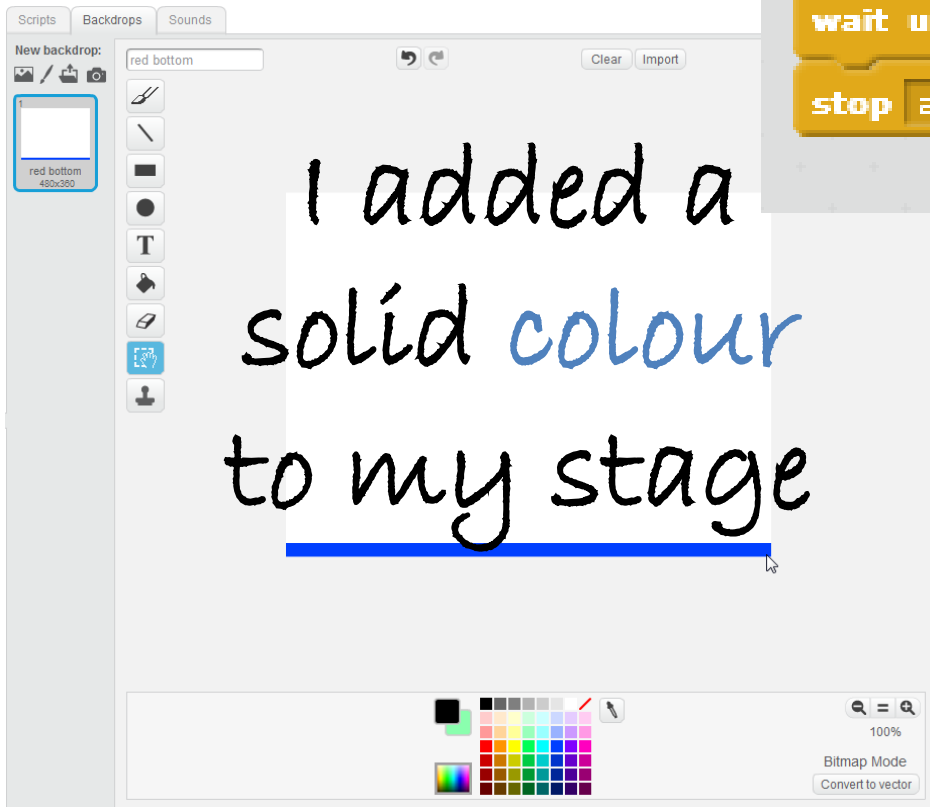
Broadcast



What happens if you miss!



End of Game



At the End ...

Upload your project to the Scratch Website

user: **cdathenry** password:

Access it
from home



Improve it



Show your
friends!



If You Want to Do More ...

Add Levels:

When you have caught scored 10 points,
make your sprite go faster

You will need:

Variable for **Speed**, initially 2

Variable for **Score**

Code: when **Score** = 10,
set it back to 0 and increase **Speed** by 2