CoderDojo Athenry "Above all, be cool"



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Wifi password: coderdojowireless



Code and notes by Martha Fahy

Todays Challenge: Scrolling Backgrounds





mario

Mario: Search online and save as a .jpg or .jpeg file and then import it into Scratch



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The Scratch Stage



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

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



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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 ...



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: coderdojoathenry password: xxxxxx123

> Access ít from home

Improve it

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Uploading to Scratch Website

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