

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

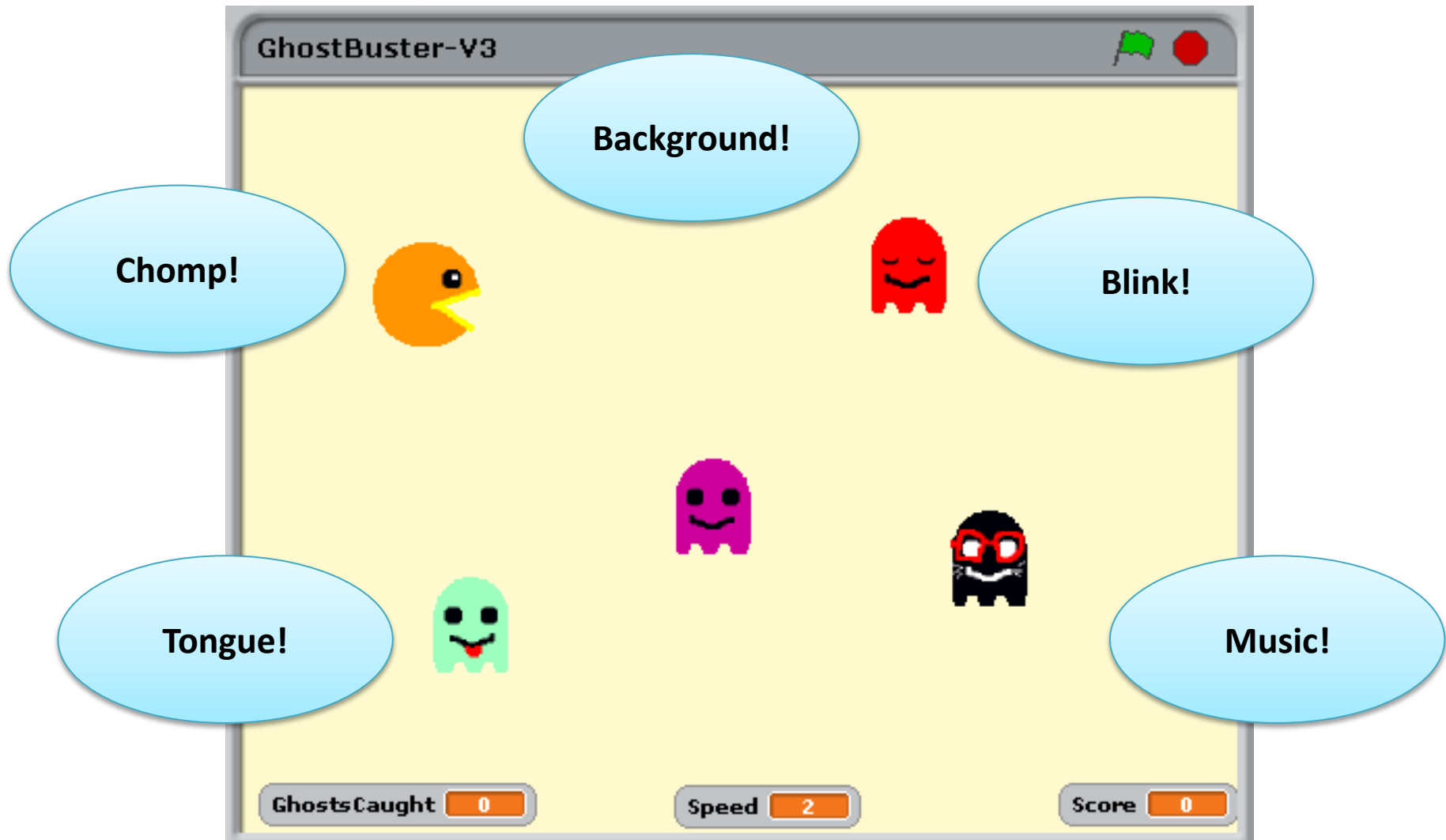
SCRATCH Beginners



Code and notes by Martha Fahy 2015

Today's Ninja Challenge:

Make Better GhostBuster Game



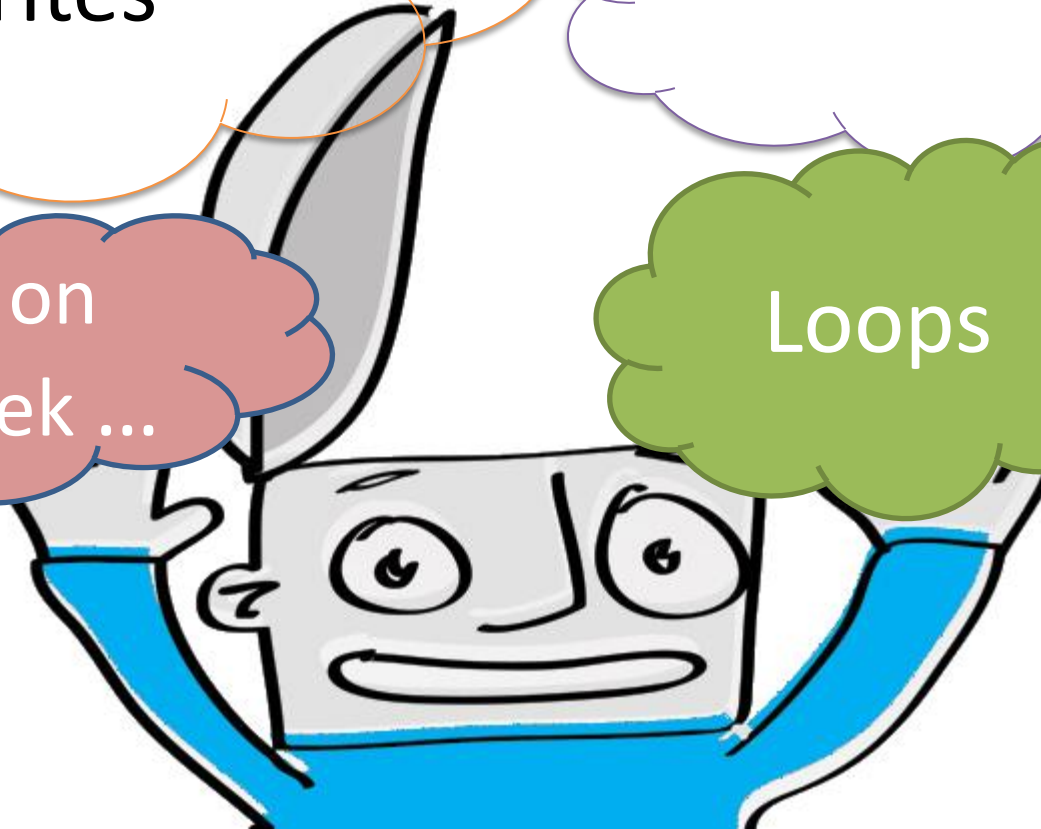
Today's **Big** Ideas

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

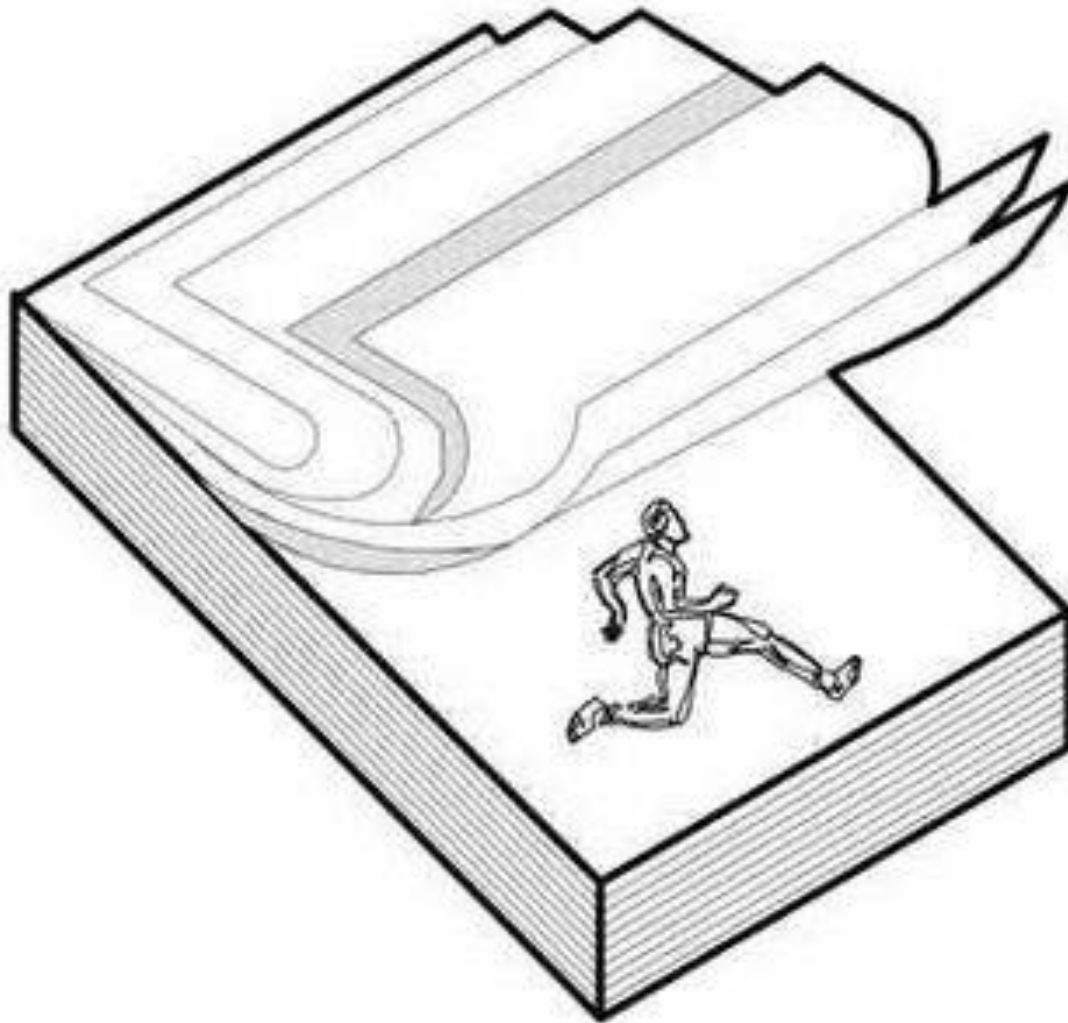


Animate Ghostcatcher to **chomp** when it
receives a broadcast that a Ghost is eaten

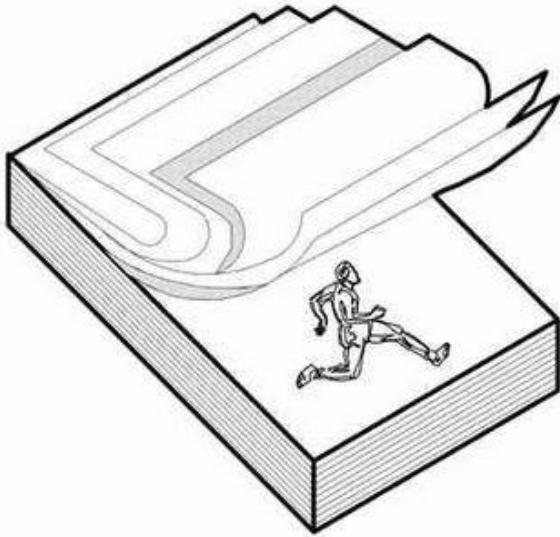


Make Ghostcatcher **broadcast each new level**,
Make the stage **change colour** for them

How Animation Works

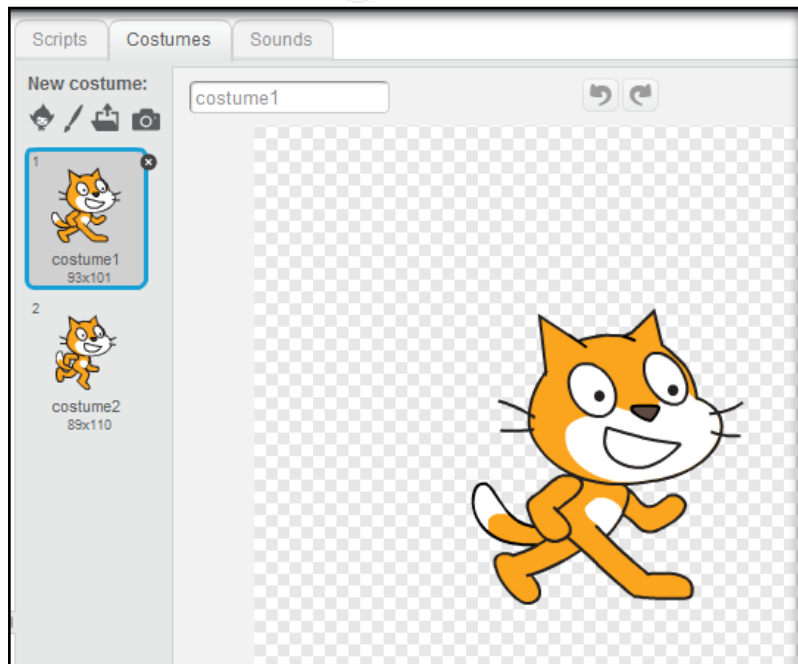


How Animation Works



switch to costume costume1 ▾

next costume

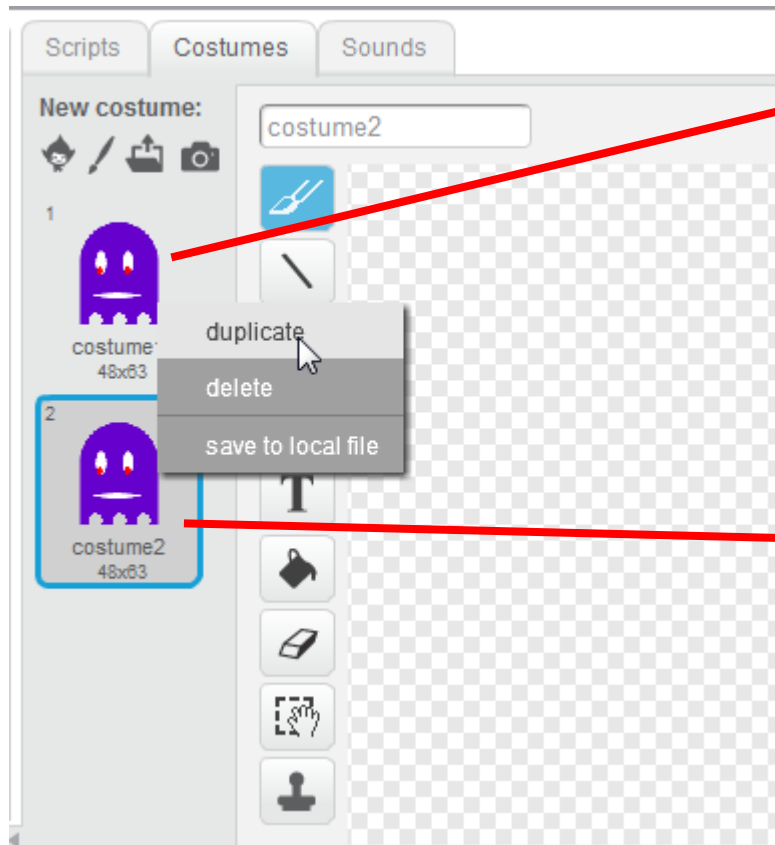


wait 1 secs

forever

repeat 10

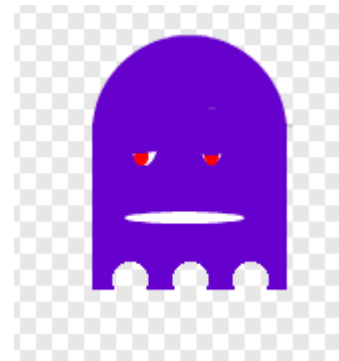
Animate Your Ghosts: Costume



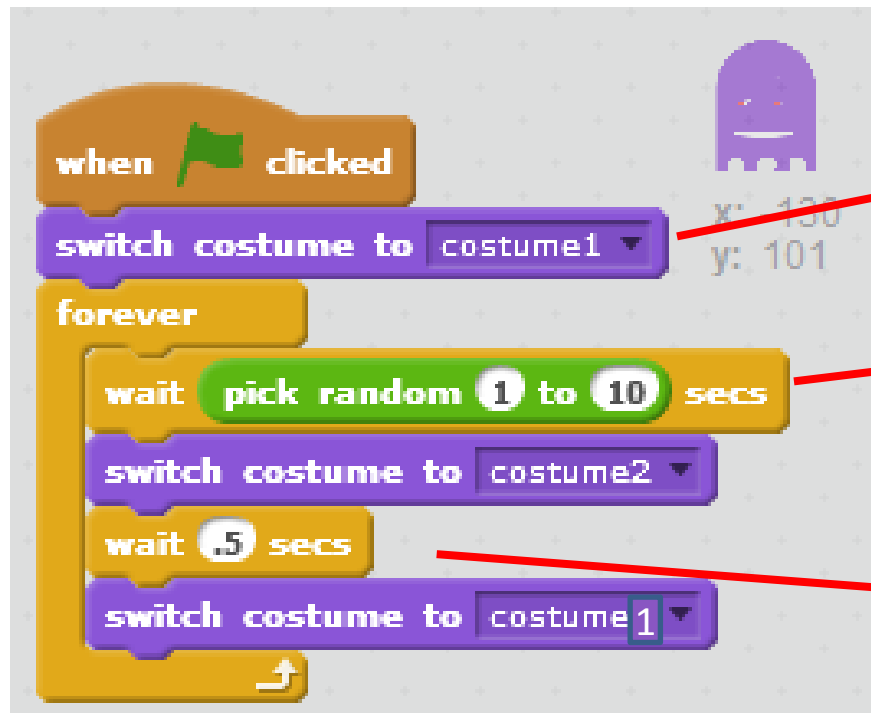
duplicate the
original

Edit the copy

Make
costume2
different



Animate Your Ghosts: Code

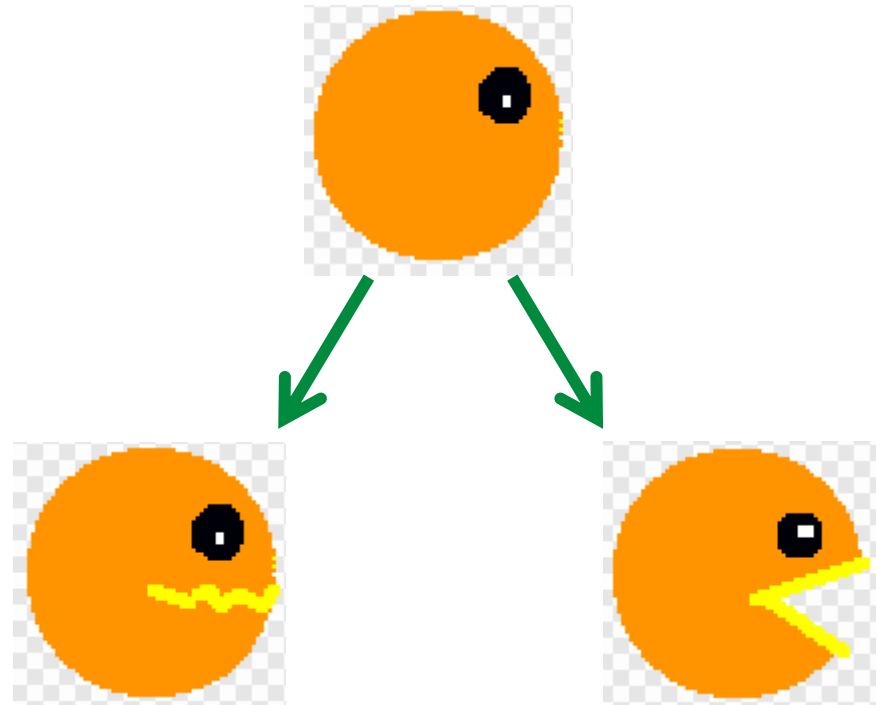
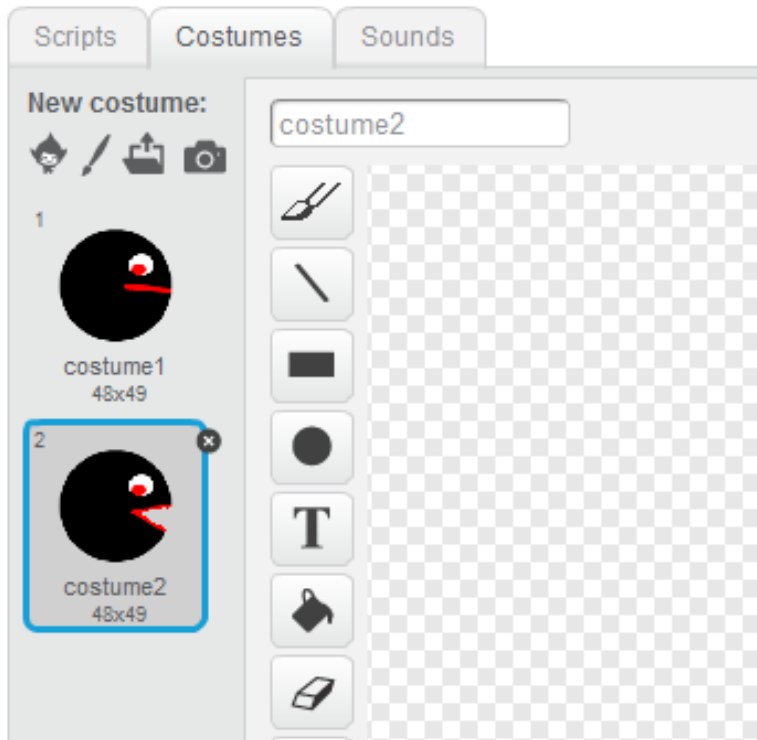


At the start, not blinking

Every now and again...

Close eyes for ½ second,
then open them again

Making PacMan Chomp: Costumes

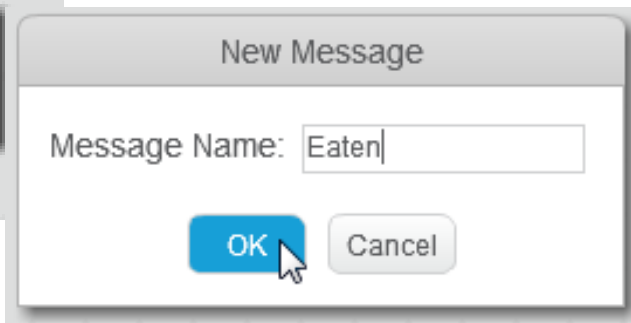


TIP: to make sure only difference is mouth, re-draw with no mouth, copy, then add different mouths in each costume.

Broadcasts:

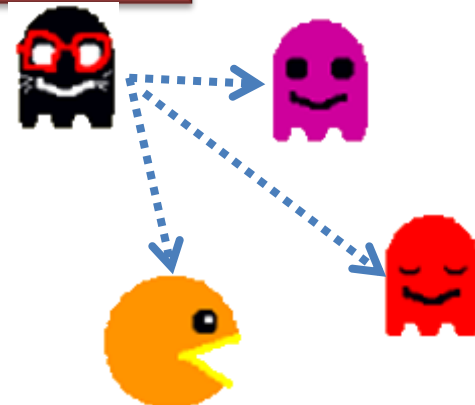
How Sprites Communicate

1: Make new message



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

2: A sprite broadcasts it

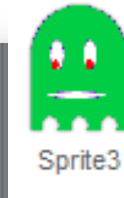
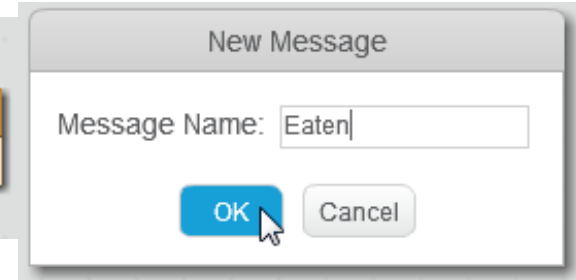
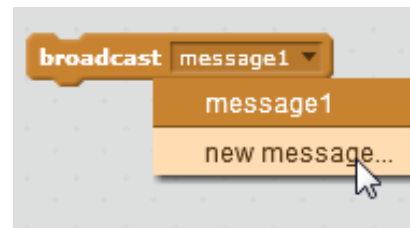


3: Others can react to it

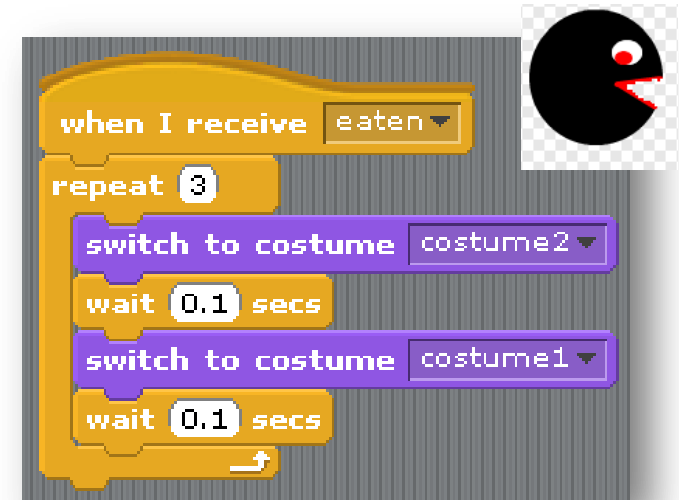


Making Ghostcatcher Chomp: Code

Make new message



All ghosts: Add 1 line

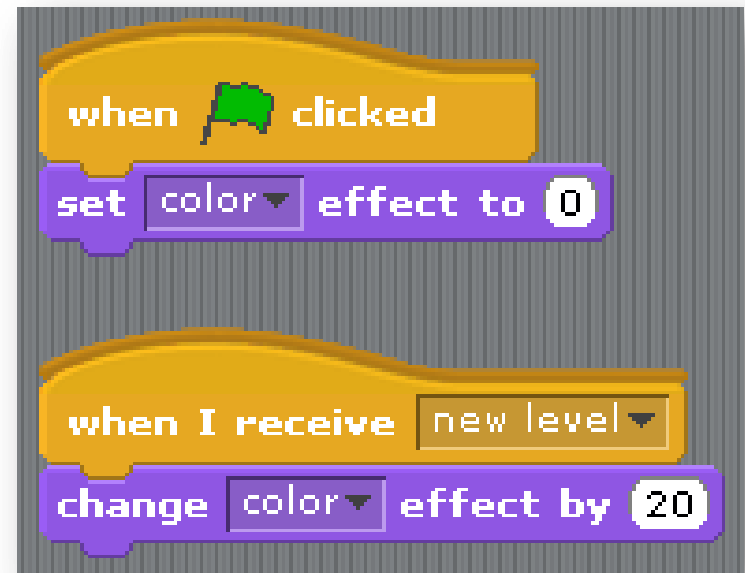


PacMan:
Add block of code

Change Background Colour at Each Level

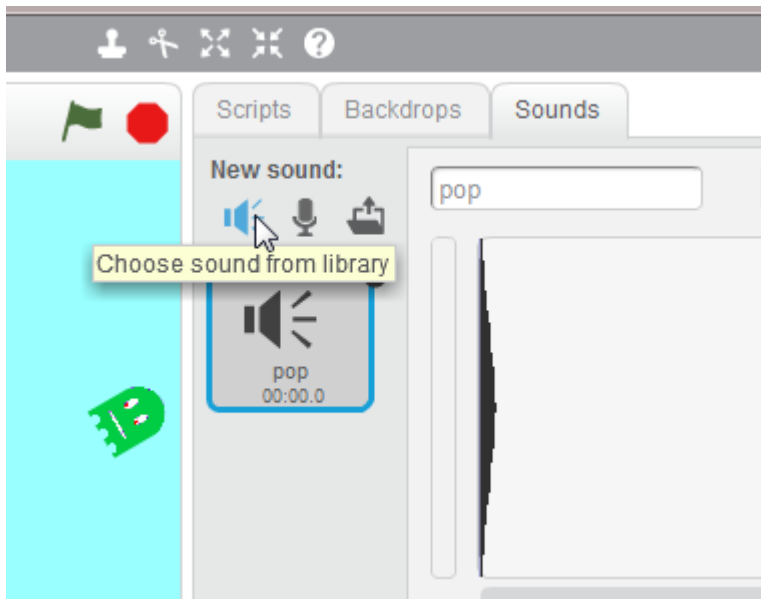


Ghostcatcher: Add 1 line



Stage:
Add 2 blocks of code

A Music Loop



At the End ...

Upload your project to the Scratch Website

user: **cdathenry1516** password: **cdathenry**

Access it
from home

Improve it

Show your
friends!

