GAMES

Here are some blocks that can be useful in games.

TOUCHING

See if two sprites are touching or

if a sprite is touching a color

touching ▼ ?
touching color ☐ ?
color ☐ is touching ☐ ?

VISIBILITY

Make a sprite appear or disappear

show
hide

RANDOM

Get a computer-generated number

from within a specified range

pick random 1 to 10

TIMING

Have the computer keep track of

time for you

reset timer
☐ timer

STRINGS

Test, access, and change words

and sentences

☐ = ☐
join hello world
letter 1 of world
length of world

VARIABLES

Store a number or string in a

container to access later

☑ score

set score ▼ to 0
change score ▼ by 1
show variable score ▼
hide variable score ▼

COMPARE

Compare values to help make

decisions within your game

☐ < ☐
☐ = ☐
☐ > ☐

and
or
not
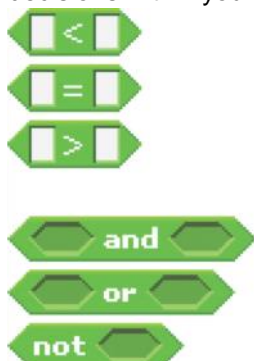
KEY PRESS

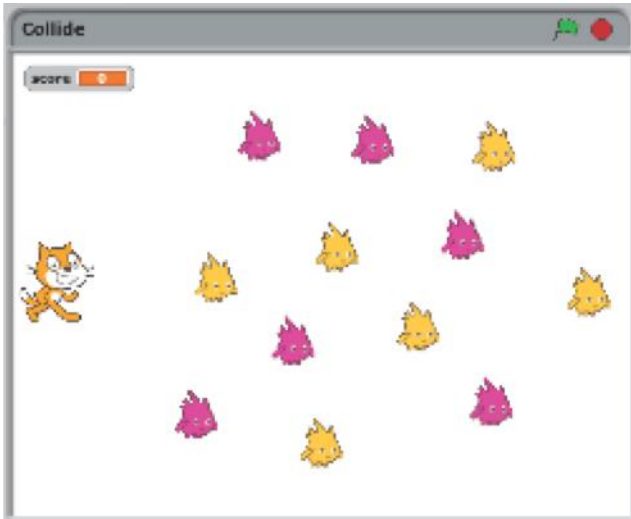Make a sprite respond when
different keys are pressed

when space ▼ key pressed

when up arrow ▼ key pressed
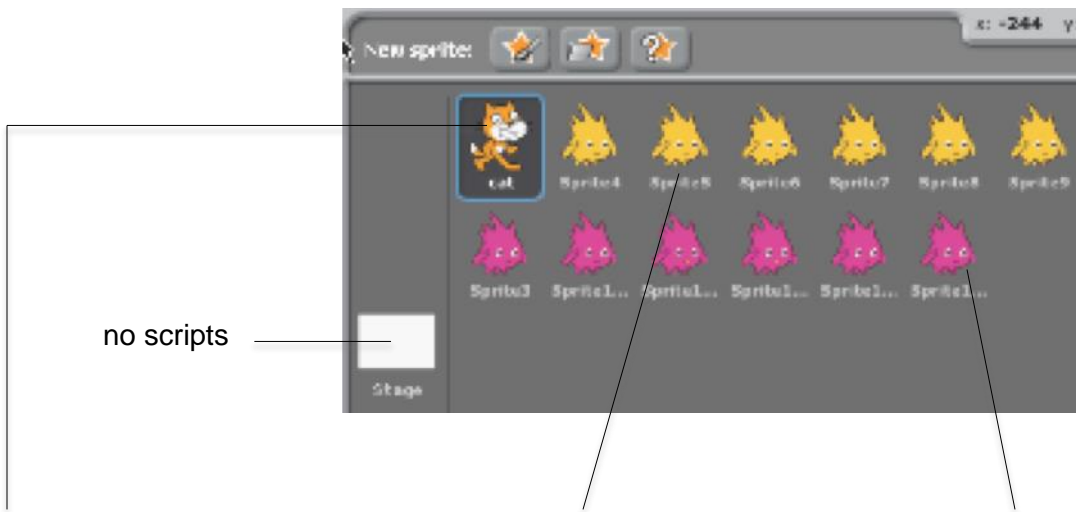
when m ▼ key pressed

COLLIDE

Help the cat navigate a field of Gobos. Collect yellow gobos to earn points,

avoid pink gobos to avoid losing points.

no scripts

reset the cat's position and the score

```
when [green flag] clicked
go to x: -190 y: 0
set score to 0
```

```
when [green flag] clicked
forever
    go to mouse-pointer
```

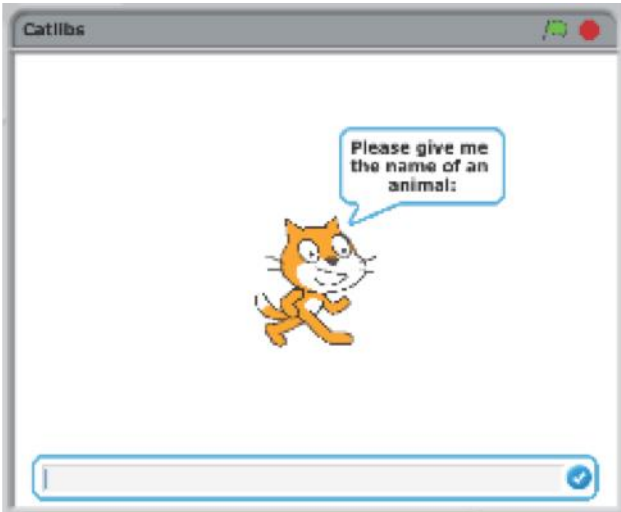when the cat collides with a yellow gobo, the gobo disappears and the score increases by 10

```
when [green flag] clicked
show
wait until touching cat ?
change score by 10
hide
```

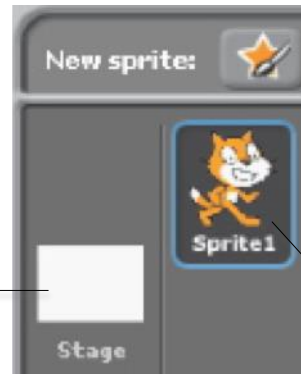when the cat collides with a pink gobo, the gobo disappears and the score decreases by 10

```
when [green flag] clicked
show
wait until touching cat ?
change score by -10
hide
```

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CATLIBS

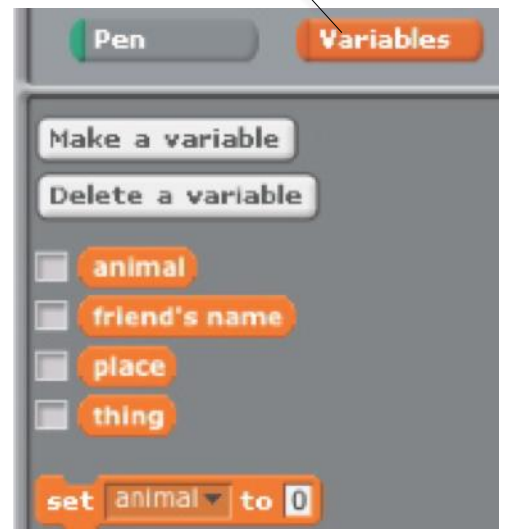Create a unique Madlib story by collecting user input.

no scripts

1 script

4 variables

```
when [flag] clicked
say [Welcome to CatLibs!] for (2) secs
say [Let's create a story together.] for (2) secs
ask [Please give me the name of a friend:] and wait
set [friend's name ▼] to (answer)
ask [Please give me the name of an animal:] and wait
set [animal ▼] to (answer)
ask [Please give me the name of a place:] and wait
set [place ▼] to (answer)
ask [Please give me the name of a thing:] and wait
set [thing ▼] to (answer)
say [One day,] for (2) secs
say (join (friend's name) (join [and a] (animal))) for (2) secs
say (join [went to] (join (place) (join [to see a] (thing)))) for (2) secs
```

Make a variable
Delete a variable

☐ animal
☐ friend's name
☐ place
☐ thing

set [animal ▼] to [0]
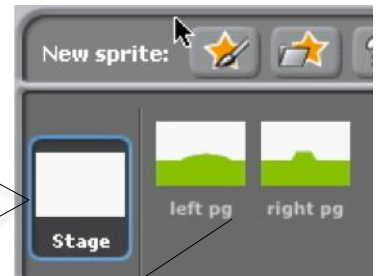
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SCROLLING

Create the

foundation

for a side

```
when [flag] clicked
set scroll x to 0
forever
    if  key right arrow pressed?
        change scroll x by 10
    if  key left arrow pressed?
        change scroll x by -10
    set page num to round ( (scroll x - 239) / 480 )
    set page x to ( (page num * 480) - scroll x )
```

Pen   Var

Make a variable
Delete a variable
☑ page num
☑ page x
☑ scroll x

3 variables

New sprite: ☆ ☆

Stage   left pg   right pg

1 script

create two sprites:

one for the left background panel,

one for the right background panel

add the same (2 or more) costumes
to each sprite

left pg — x: -90 y: 0 direction: 90
Scripts **Costumes** Sounds

New costume: Paint Import Camera

1 scene1 480x360 9 KB Edit Copy ✕
2 scene2 480x360 5 KB Edit Copy ✕
3 scene3 480x360 7 KB Edit Copy ✕
4

```
when [flag] clicked
forever
    switch to costume ( page num + 1 )
    set x to page x
```

right pg — x: 390 y: 0 direction: 90
Scripts **Costumes** Sounds

New costume: Paint Import Camera

1 scene1 480x360 9 KB Edit Copy ✕
2 scene2 480x360 5 KB Edit Copy ✕
3 scene3 480x360 7 KB Edit Copy ✕
scene4 480x360 9 KB

```
when [flag] clicked
forever
    switch to costume ( page num + 2 )
    set x to ( page x + 480 )
```

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