



Donabate Dojo : Scratch++ class

The Scratch++ class gives you two things.

This card is the 'What-to' card and gives you the basic Idea or plot of what we will be designing and coding today. The other set of cards are the 'How-to' cards and give you some basic tools to make things happen.

You can work together in teams or on your own.

It is your game or app so you pick how it works and what it does.

If you get stuck – 'Ask three then ask me' (that means ask the other ninjas round you first – they often have better ideas than me).

Today's plot : Clothes

The internet defines clothes as : Fibre and textile material worn on the body. That sounds boring. I define clothes as cool things to wear.

Easy plot idea

We all wear clothes, we all pick what we will wear in the morning.

How about a game where you have to get someone dressed ?

A random activity pops up at the start. Will it be a sport ?

or going to school ? Or going deep sea diving ?

You have a limited time to find the clothes that match that activity.

Advanced plot idea

Lets build on the idea above. Maybe it is just too easy.

What if it was a two player game and you took turns to dress up.

How about you rate the other person at the end of the game ?

What if the clothes are not easy to find ?

Its your game – use your own ideas and make it work.