



## **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 : Jumping**

Jumping is used in a lot of games. It often involves jumping at the right time or exactly in the right place to land on the next platform or to avoid the bad guys

### **Easy plot idea**

When you select your main character for the game, look for the ones that have 'script' on them. Look at Jet-Pack-Girl or Jumping-Jack these ones already have the code to jump or fly. Use can use them or change the picture and just reuse the code.

What do you need to jump over to complete the level ?

Don't make it too easy.

### **Advanced plot idea**

Making the floor out of lava always makes moving around harder. How about a side view into the room or cave. The floor is lava, and there are floating platforms for you to jump onto to move about. What about making the platforms move ? That would make it hard. Where do you have to get to ? Do you need to collect something on the way ?

Wow – I'm looking forward to playing this when you finish it.