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 : Flying High

Many things can fly. Birds, bugs, planes, helicopters, Superman and even stones (well you have to throw the last one).

Easy plot idea

Start with your main character in the middle of the screen. Make the other things come in from one side and move to the other side.
Now it looks like you are flying.
What happens if you bump into them ?
How do you win ? How do you lose ?

Advanced plot idea

What if we take the idea of throwing stones and make it into a game. You are on one side and you have to throw stones at a target or a city wall on the other side of the screen. To launch your stone hold down a key for a few seconds. The longer you hold it, the harder you throw. Too soft and it doesn't make it over. Too hard and it goes right off the screen without hitting anything.
What do you think ? It is your game – you design it.