



## **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 : Shopping**

You may think of shopping as the best way to use up you time, or you may think of it as the worst way to waste precious hours. Either way today let have some fun with it and use it in our games.

#### **Easy plot idea**

The hero of our game is in a shop.

Maybe the view is from the top looking down like a floor plan, or maybe it is a side view where you see the shelves.

What do they need to buy ? Do the things appear and disappear ? Is there something (or someone) in the shop they have to avoid ?

Maybe there is a time limit.

Maybe they have a limited amount of money to spend.

#### **Advanced plot idea**

How about you work in this shop. What do they sell or do ?

Customers turn up in different areas and need to be looked after.

Quick run – someone is waiting at the till, and another is asking for something at the information area. Which one do you go to – I'm sure they will not wait too long before they just go off again.

How will you make money if it is only you running round ?

Oh no – two more people just walked in.