

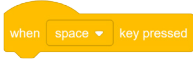

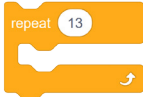
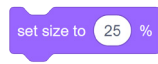
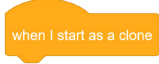

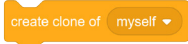


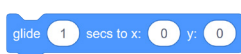








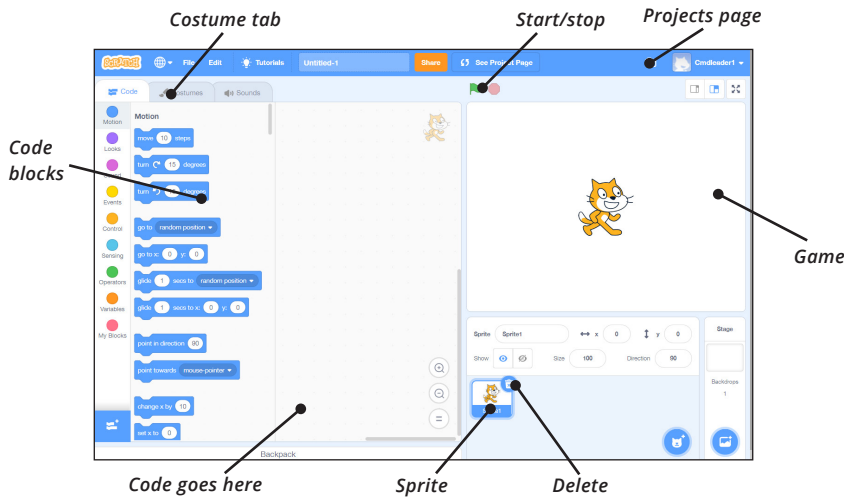
Jumping Game in Scratch

Program the Chrome Dinosaur Jumping Game in the Language Scratch

■ Events
 ■ Control
 ■ Looks
 ■ Motion
 ■ Operators
 ■ Sensing

	When the game starts		Repeat this action forever
	When you press a certain key		Make this object disappear/appear
	Repeat the code within this block this amount of times		Make the size this percent of the original Sprite's size
	When a new clone is created		Move this sprite to this place.
	Make a clone of this block		Move this sprite this amount up (or down if you add a minus sign)
	If this condition is true, do the following code. If not, skip to the end of the block		Move this sprite to this place in this amount of time.
	Stop all of the code for (either all pieces of code, or just this function)		Pick a number between these two values
	Remove this clone permanently		Check if the sprite is touching another

Necessary Scratch Tools



Glossary

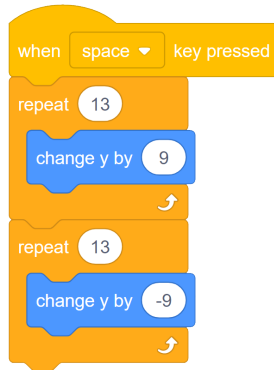
- **Scratch:** a programming language invented at MIT
- **Sprite:** an object you program
- **Loop:** a unit of code that repeats an action.
- **Function:** a unit of code that performs a specific task
- **Clone:** a copy of an object
- **Operator:** a unit of code that directs an action to be carried out to accomplish a task

Steps to Make the Jumping Game

1. Make an account on scratch.mit.edu. Ask your parents for permission and help with this step.
2. Create a new project (under the projects page).
3. Create two new sprites using the plus sign. I used the “Hare” and the “Tree1.” You can change their appearance using the Costumes tab in the top left.



4. Click on the hare and create the first function as shown in the picture above. This says that when you start the game, make the sprite this size and go to this place.



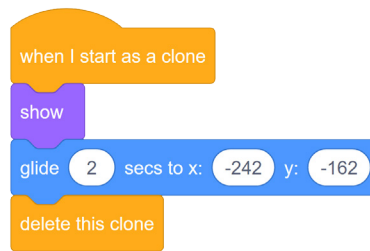
5. Create the second function for the hare as shown in the above image. This tells it to move up and down whenever you press the spacebar, to make it look like it is jumping.



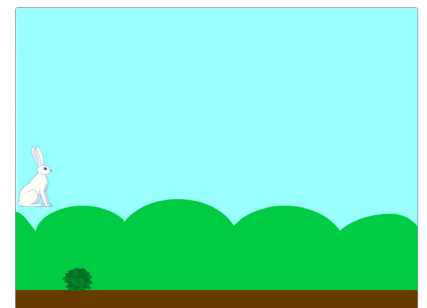
6. Click on the bush and create the above function for the bush. This will make the sprite smaller and start on the right. It will then make clones of bush.



7. Now create the second function for the bush. This will make the sprites move towards the hare.



8. Now the hare can jump over the bushes. To make it so that the game ends when the hare hits the bush, create the third function for the bush, that makes the game end when two sprites touch.



9. Now you've completed your game! click the flag to start!

Want a Challenge?

- Create a background
- Keep score (using the variables section)
- Make different types of Sprite Bs using costumes
- Create a title for your game
- Make it harder to play by changing the numbers in the operator (green) blocks