



Coding Crew

Game Design Guide: [Space Arcade Game]

Eagle Public Library

This is Scratch! [Scratch.mit.edu]

Your username is: **epl-coding-crew**

Your password is: **123456**

The screenshot shows the Scratch website homepage. At the top, there is a navigation bar with the Scratch logo, links for 'Create', 'Explore', 'Ideas', and 'About', a search bar, and links for 'Join Scratch' and 'Sign in'. Below this is a secondary navigation bar with buttons for 'About Scratch', 'For Parents', and 'For Educators'. The main content area is divided into three sections: 'Featured Projects', 'Featured Studios', and 'Projects Curated by LlamaGodLuke'. Each section displays a grid of project thumbnails with titles and creator names. The 'Featured Projects' section includes 'My Hand Sewn Creat' by Tisat, '月のような猫。(Moon)' by KimiruHamiru, 'UFO PILOT CAMP [Beta Version]' by Coder_Apple, 'original song - i' by ivypool2, and 'Random Corgi Anim: The_Dragon_of_Flames' by The_Dragon_of_Flames. The 'Featured Studios' section includes 'The Garden Studio', 'Memory Games', 'Clouds', 'The Sewing Studio!', and 'Dog Lo'. The 'Projects Curated by LlamaGodLuke' section includes 'Lil' Dragon (A Mobile)' by ScratchyNoob84, 'mr Moustache' by Muffet-, 'Expectation vs Reality' by pepeda, 'Physical Education -' by TailsKirbyYoshi205, and 'Birds of Paradise' by catrazzy.

Featured Projects

- My Hand Sewn Creat - Tisat
- 月のような猫。(Moon) - KimiruHamiru
- UFO PILOT CAMP [Beta Version] - Coder_Apple
- original song - i - ivypool2
- Random Corgi Anim: The_Dragon_of_Flames - The_Dragon_of_Flames

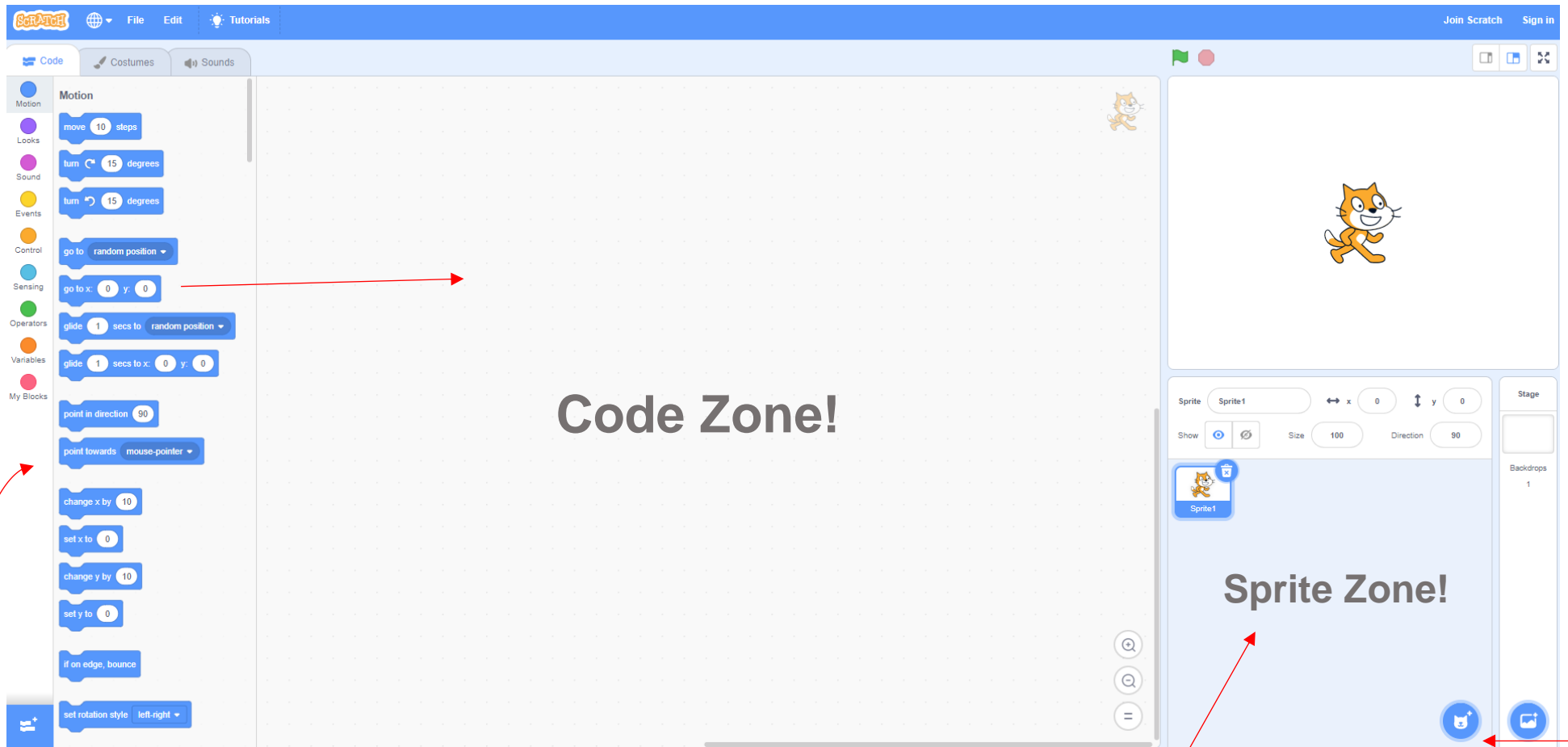
Featured Studios

- The Garden Studio
- Memory Games
- Clouds
- The Sewing Studio!
- Dog Lo

Projects Curated by LlamaGodLuke

- Lil' Dragon (A Mobile) - ScratchyNoob84
- mr Moustache - Muffet-
- Expectation vs Reality - pepeda
- Physical Education - TailsKirbyYoshi205
- Birds of Paradise - catrazzy

When you create a project, it will look like this!



Code Zone!

Sprite Zone!

This is where blocks are kept!

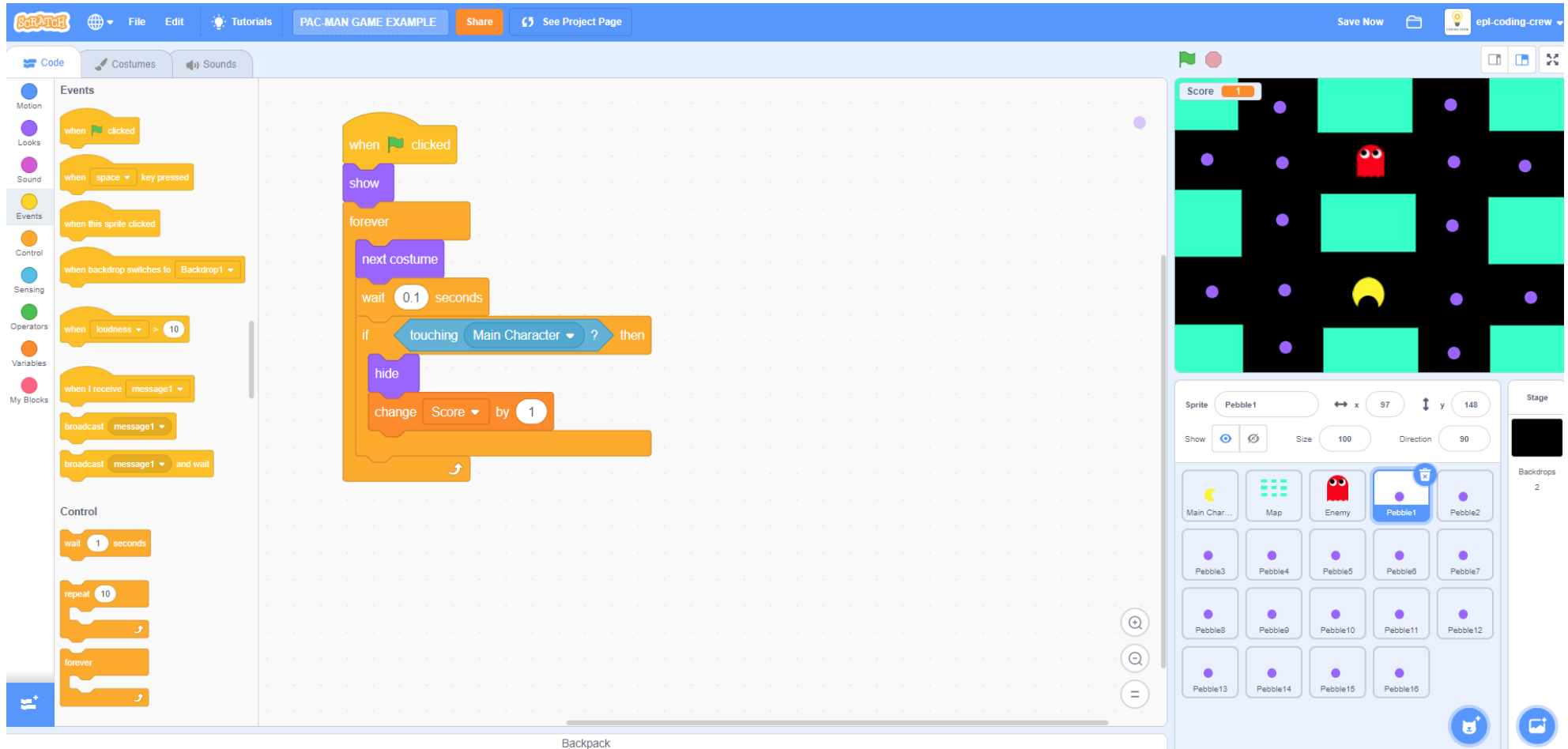
They can be dragged into the Code Zone!

This is where sprites are kept!

They can be created and edited by hovering over the

“Sprite Button”!

Then eventually it will look something like this,
populated with all sorts of **code** and **sprites**!



Create new sprites, drag code blocks, and see what happens!
Now go have some fun coding with Scratch!

It all starts with this block!



when  clicked

```
when clicked
  go to x: -175 y: 0
  forever
    if key up arrow pressed? then
      change y by 5
    if key down arrow pressed? then
      change y by -5
    if key left arrow pressed? then
      change x by -5
    if key right arrow pressed? then
      change x by 5
```

```
when space key pressed
  create clone of Laser
```

Main Character Sprite



Laser Projectile Sprite



```
when green flag clicked
  hide
  go to front layer
  forever loop
    if key space pressed? then
      go to x: x position of Space Dog y: y position of Space Dog
      create clone of myself
      wait until not key space pressed?
```

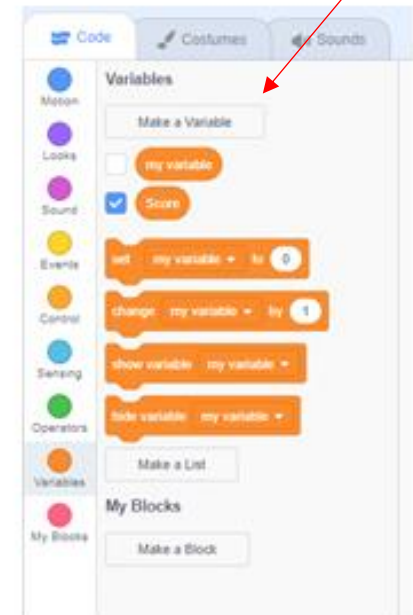
```
when I start as a clone
  show
  repeat until x position > 200
    change x by 15
  delete this clone
```

Flying Obstacle Sprite



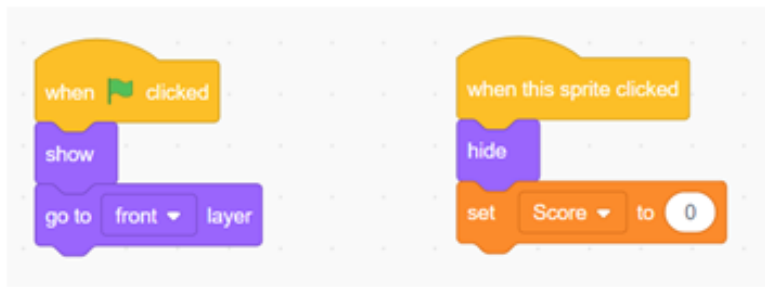
*Before this step:

- In the Code Toolbox.
- In the Dark Orange Variable Blocks.
- Create a Variable Block called "Score".

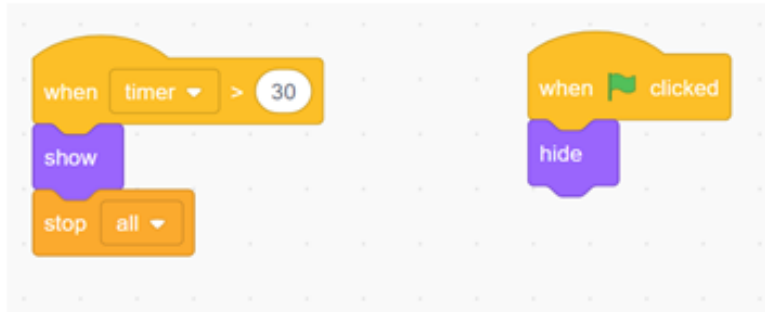


```
when green flag clicked
  hide
  set Score to 0
  forever loop
    create clone of myself
    wait 1 seconds
```

```
when I start as a clone
  show
  go to x: 180 y: pick random 200 to -225
  point towards Space Dog
  repeat until x position < -225
    move 5 steps
    if touching Laser ? then
      change Score by 10
    delete this clone
  delete this clone
```

Start Screen Sprite



End Screen/Time's Up! Sprite

Tip:
Your Sprite Zone should contain all of these sprites!

