



# Step 1 - Set the Scene

First, we need to set up our game board.

## 1. Say Goodbye to the Cat!



(Insert picture of the Choose a Backdrop button)



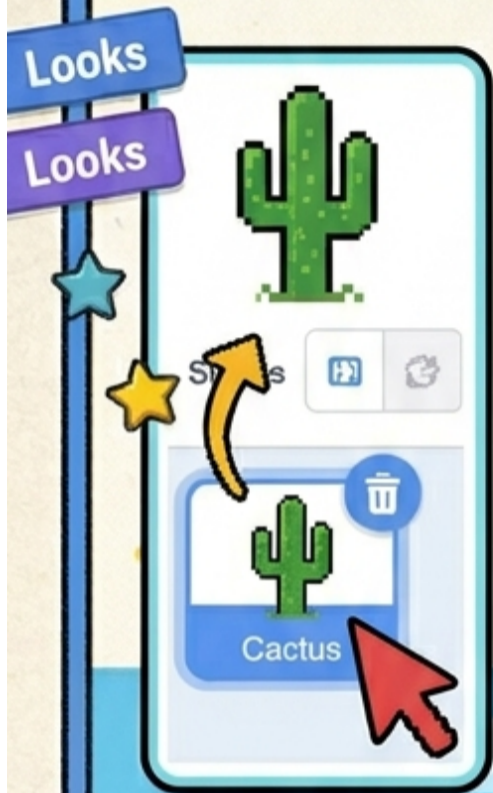
## 2. Pick a Cool Backdrop



Click the Choose a Backdrop button (it looks like a little picture). Pick one you like, like 'Blue Sky' or 'Jurassic'.

# Page 4: Step 2 - Move the Obstacle!

🕒 We want the obstacle to slide across the screen forever. Click on your Obstacle Sprite at the bottom of the screen. ⭐



Now, drag these blocks into your workspace:

- Events When clicked
- Control Forever
- Motion Go to x: 240 y: -120 (Put this inside the Forever block)
- Motion Glide (2) secs to x: -240 y: -120 (Put this right under the "Go to" block)

A Scratch code editor showing the following sequence of blocks:

- When clicked
- forever loop containing:
  - go to x: 240 y: -120
  - glide 2 secs to x: -240 y: -120

A speech bubble next to the code says "Cool sequence!".



Test it out! Click the Flag. Does your obstacle slide across the screen?



## Step 3 - Time to Jump!

Now, let's give your hero some gravity!

Click on your Player Sprite at the bottom of the screen. Drag these blocks into your workspace:

- Events When **space** key pressed
- Control Repeat (10)
- Motion Change y by (10)  
(Put this inside repeat block. This makes you go UP!)
- Control Repeat (10)
- Motion Change y by (-10) (Put this under the first repeat block. This makes you come DOWN!)

Up, then Down!



This looks like fun!



Test it out! Press the **Spacebar** on your keyboard. Does your hero jump?

Spacebar



## Step 4 - Game Over!

Uh oh! What happens if the hero hits the obstacle? The game needs to stop!

Make sure you are still clicked on your Player Sprite. Build this second stack of code right next to your jump code:

- Events: When clicked.
- Control: Wait until....
- Sensing: Drag touching **[Obstacle Name]?** into the empty hole in the wait block!
- Looks: Say [Oh no! Game Over!] for (2) seconds.
- Control: Stop [all].

Hitting obstacles is part of the game!



Test it out! Run your game and intentionally hit the obstacle. Does the dino say "Game Over!" and everything stops?

