

Learning objective: To sequence instructions to allow sprites to move

Must (L3) - I can make simple things happen using instructions

* I have a baddie sprite that moves automatically

Should (L4) - I can write short sets of instructions and improve them

* I have treasure that the player can collect

* When the treasure has been collected it disappears

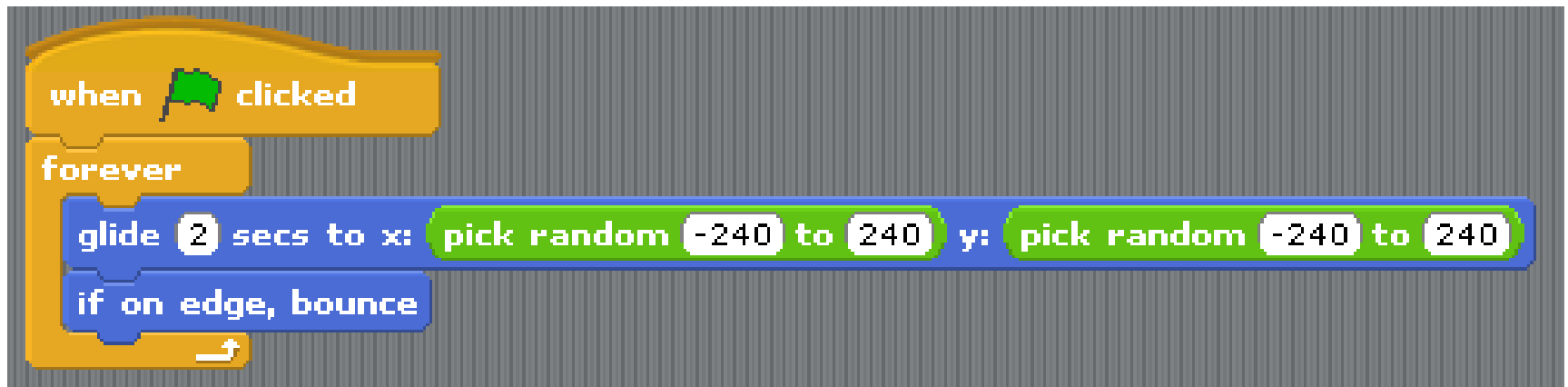
Could (L5) - I can create sequences of instructions to control things in a predictable way

* I have a scoring system that counts up the number of treasures the player has collected

AF2 - Handling
Data,
Sequencing and
Modelling

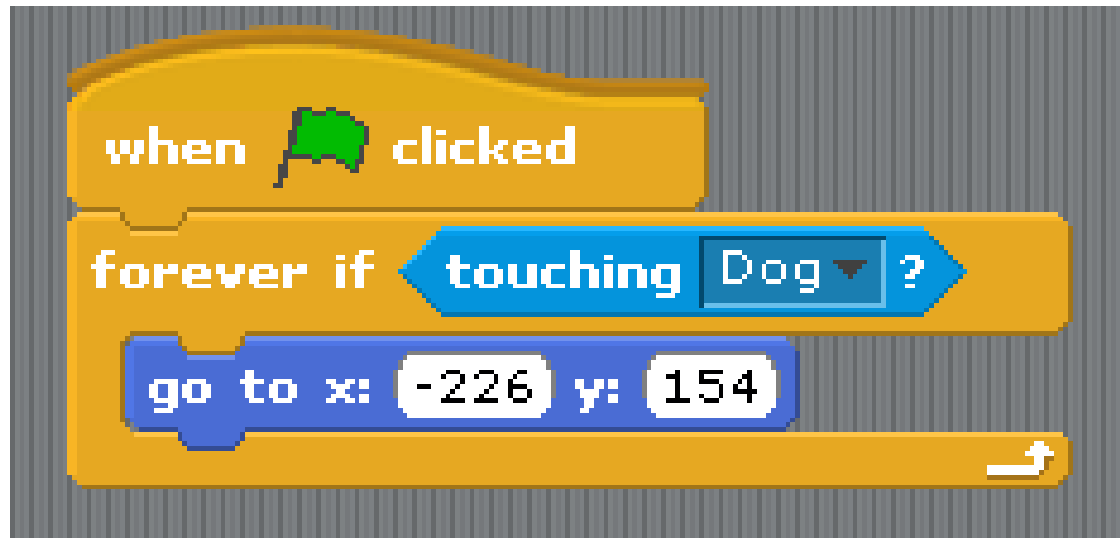
Baddie sprites

- You want your baddies to move around the game on their own to try and catch your player out



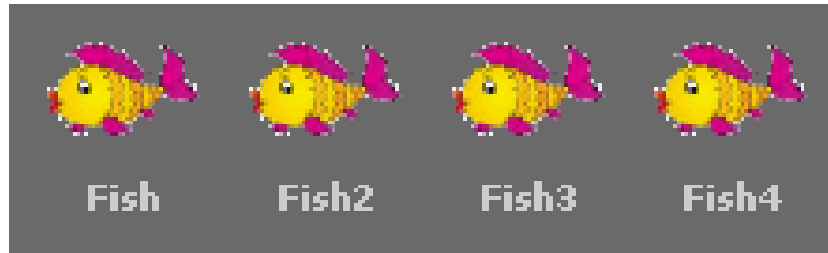
Back to the start

- When your player touches a baddie sprite they should be sent back to the start



Treasure

- Add treasure sprites and place them in your game



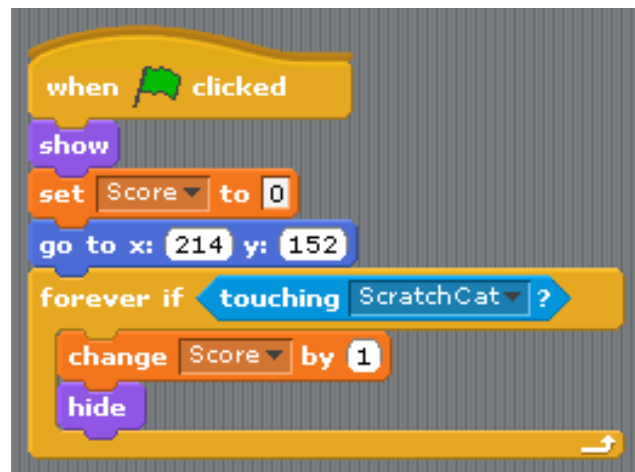
Score Variable

- Create a new variable called 'Score'



Treasure Script

- The treasure should show when the game starts
- The score will need to be set to zero
- When the player touches the treasure it should increase the score by 1 and then disappear





<u>Lesson 4</u> - Baddie Sprites and Treasure
Today I worked at level ...
I know this because ...
To make my baddie sprites move I ...
To count up the number of treasure the sprite collected I ...