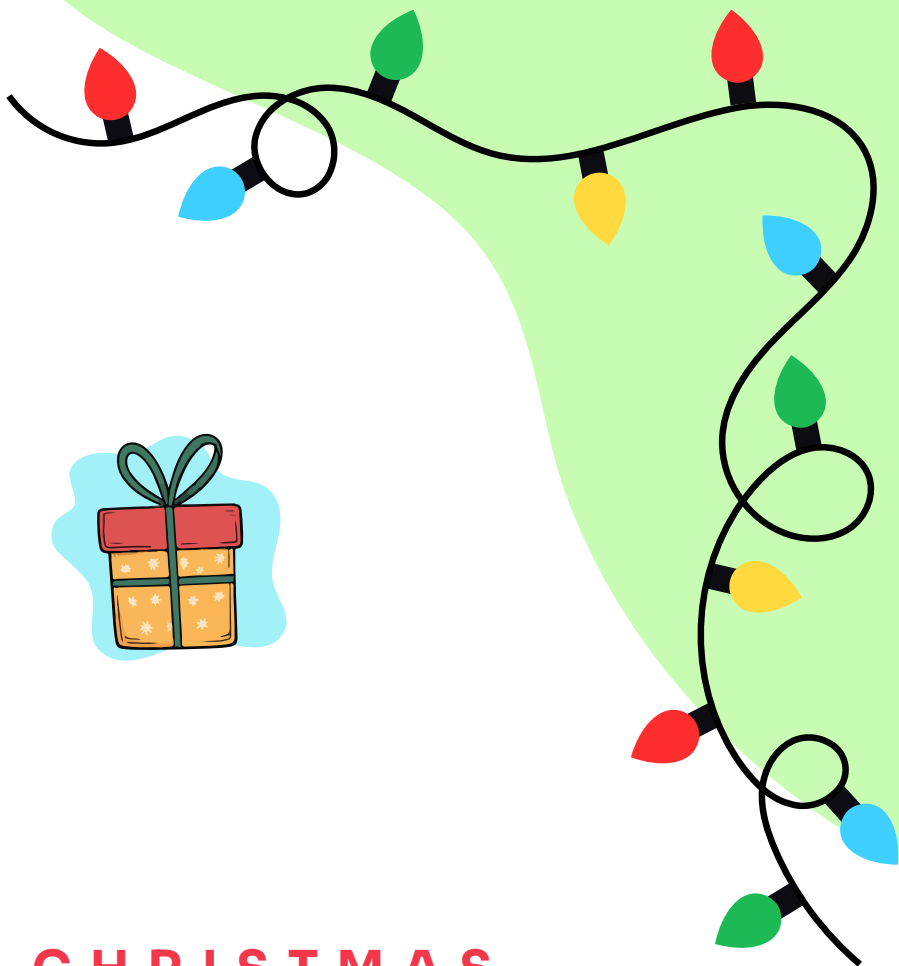
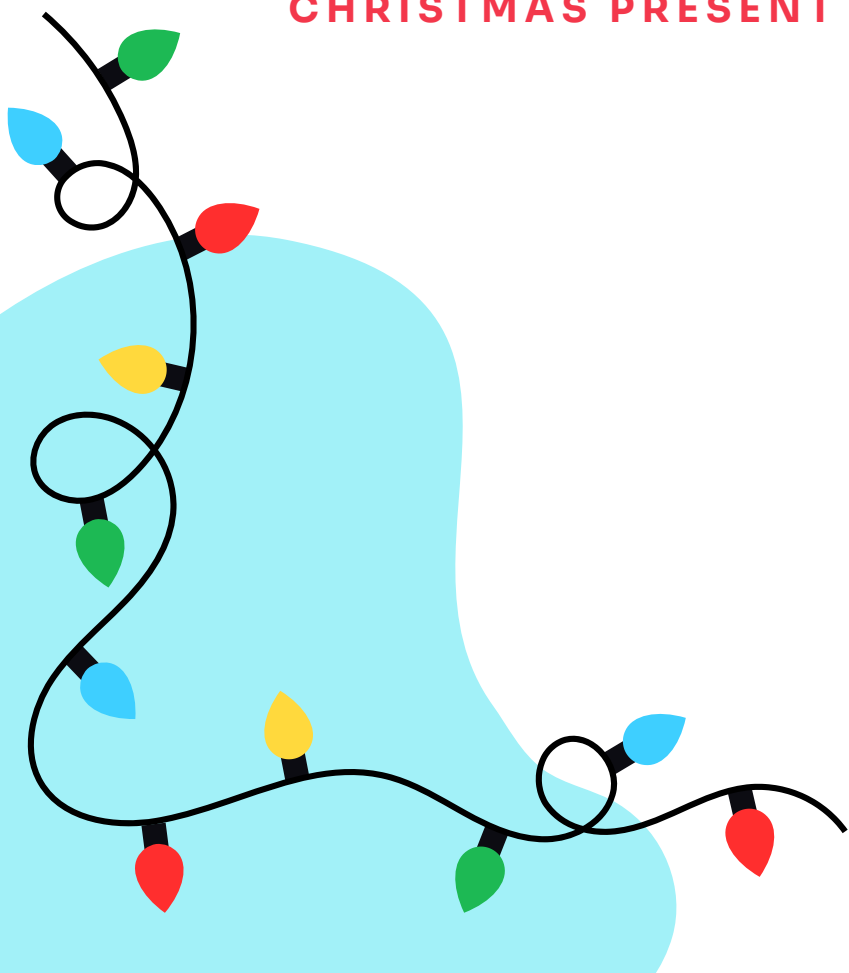




KS2 CHRISTMAS PRESENT CATCH

YOUR STEP-BY-STEP GUIDE TO CODING A
CHRISTMAS PRESENT CATCH GAM



KS2 CHRISTMAS PRESENT CATCH

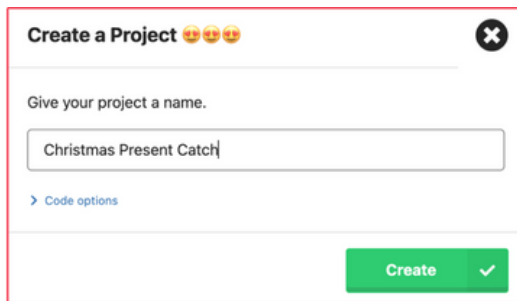
CODING A PRESENT CATCH GAME | STEP-BY-STEP

STEP 1

Go to <https://arcade.makecode.com/>

STEP 2

Click onto “New Project” and call it “Christmas Present Catch” then press “Create”



The screenshot shows a 'Create a Project' dialog box with a title bar containing three smiley face emojis and a close button. Below the title bar, it says 'Give your project a name.' followed by a text input field containing 'Christmas Present Catch'. There is a link for '> Code options' and a green 'Create' button with a checkmark.

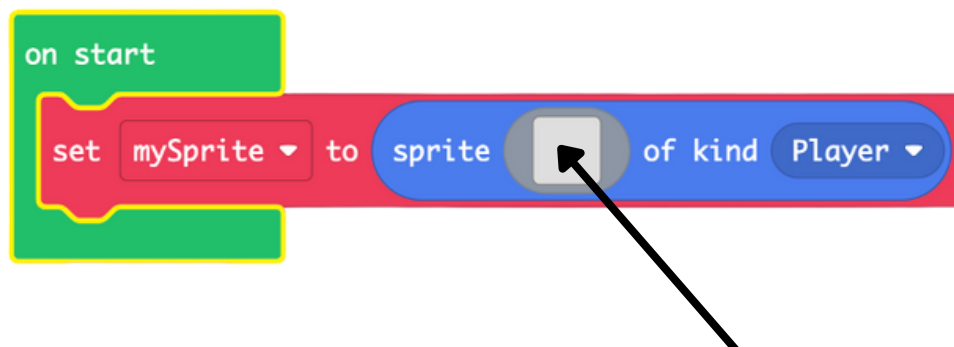
STEP 3

Click onto “Sprites” and find this code:



STEP 4

Drag that code into your green “on start” so it looks like this:



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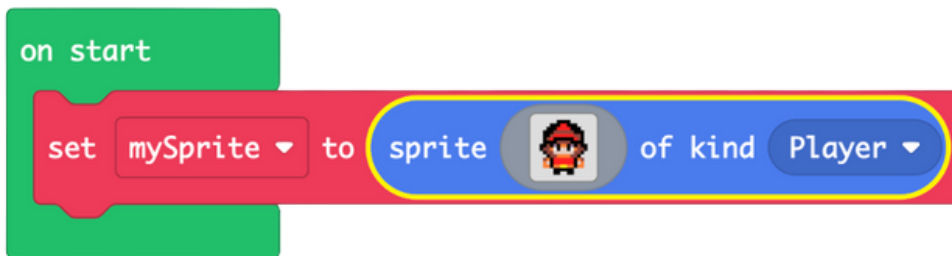
CODING A PRESENT CATCH GAME | STEP-BY-STEP

STEP 5

Now we can add our main character! Click in the grey square on your code. You can then paint your main character here, or you can click onto “Gallery” and choose a character.

STEP 6

Your code should now look like this:



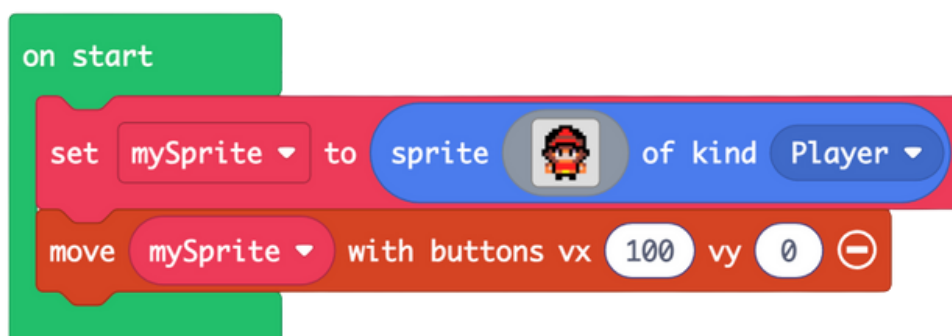
STEP 7

Now let's make our character move! Click onto “Controller” and find this code:



STEP 8

Drop it into your “on start” code, under your characters, then click the + on this code block and change the numbers so that the character can only move left and right, not up and down like this:

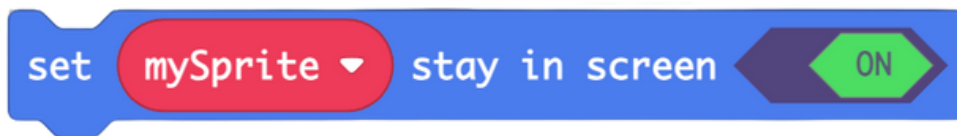


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CODING A PRESENT CATCH GAME | STEP-BY-STEP

STEP 9

Now let's make it so our character stays on the screen so we don't lose it! Click onto "Sprites" and find this code. Add it under your controller code.



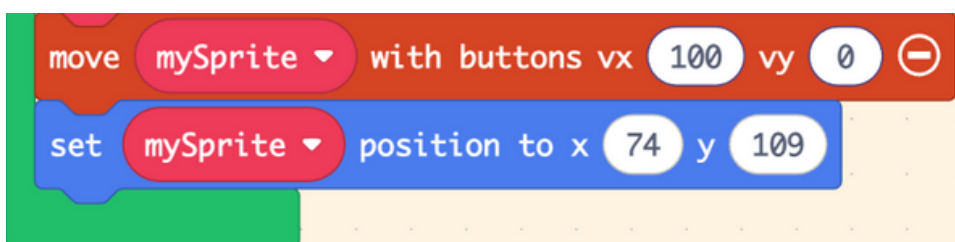
STEP 10

Then we need to make your main character appear at the bottom of the screen ready to catch the presents. Click onto "Sprites" and find this code:



STEP 11

Drop it into your code and change the numbers like this:



STEP 12

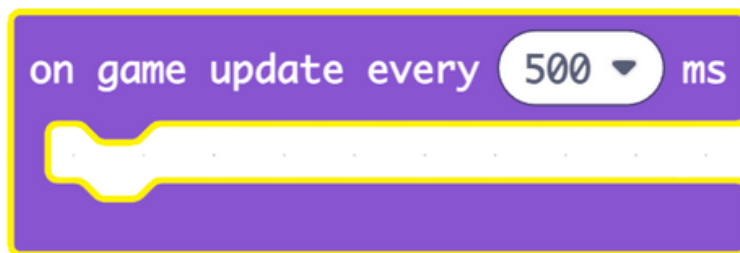
Now test your game by playing it on the game screen and make sure your character can move left and right using the arrow keys.

KS2 CHRISTMAS PRESENT CATCH

CODING A PRESENT CATCH GAME | STEP-BY-STEP

STEP 13

Now let's make the presents fall randomly from the top of the screen. Click onto "Game" and find the code below, then drop it into space on your coding screen (not connected to any code you already have). Also, change the time to every 5 seconds!



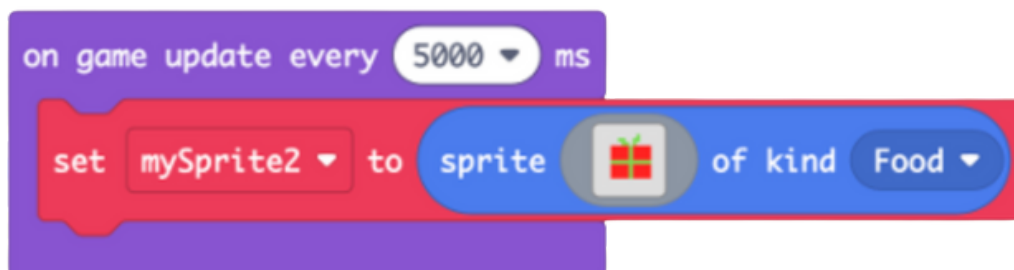
STEP 14

Now we need to add some presents! Click onto "Sprites" again, and find the same code block you used earlier that looks like this:



STEP 15

Drop it into your update code, click on the grey square and draw a present! You also need to change the last drop down menu to "Food" like this:



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CODING A PRESENT CATCH GAME | STEP-BY-STEP

STEP 16

“Sprites” and find this code again:

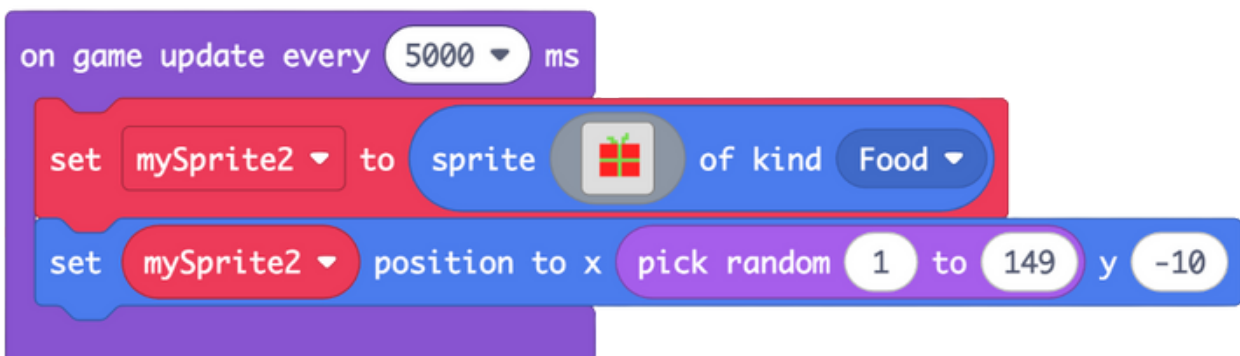


STEP 17

Drop it into your purple game update code, and change the red “mySprite” to “mySprite2”

STEP 18

Now click onto “Math” and find the “Pick random...” code. Drop it over the first 0 in your code, and change the numbers to look like this:



STEP 19

Now click onto “Sprites” and find this code:



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STEP 20

Drop it into your game update code, then change the red drop-down-menu to “mysprite2” and the numbers so that the velocity is only on the y axis so it looks like it’s falling:



STEP 21

Test your game to see if you are happy with the speed of the present. You can change the number 50 to make it fall faster or slower.

STEP 22

Now add the same code for your second present (mysprite3). Notice how the game update number is a bit different so they don’t fall at the same time. Your second present code should now look like this:

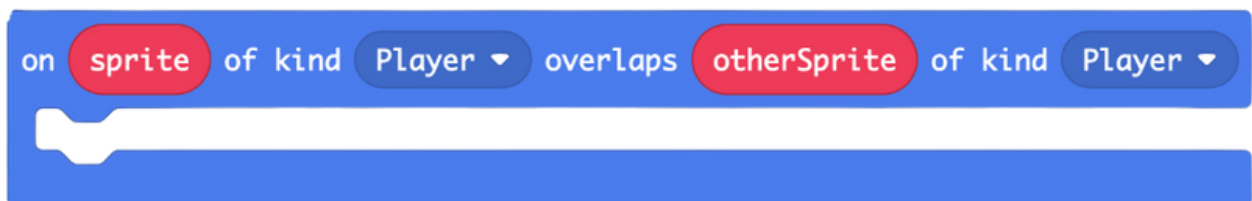


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CODING A PRESENT CATCH GAME | STEP-BY-STEP

STEP 23

Now we can add the score! We want the score to go up every time our character catches a present. First, let's check if we have caught a present. Click onto "Sprite" and find this overlap code:



STEP 24

Drop it into spare space on your coding screen and change the last drop-down-menu to "Food"

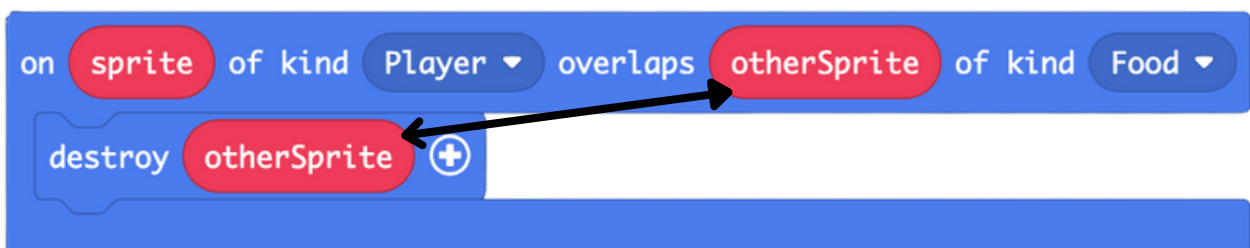
STEP 25

Drop this into your overlap code, and drag the red "otherSprite" from the first line of code, over the top of the "mySprite" in the second line of code, like this:



STEP 26

Drop this into your overlap code, and drag the red "otherSprite" from the first line of code, over the top of the "mySprite" in the second line of code, like this:

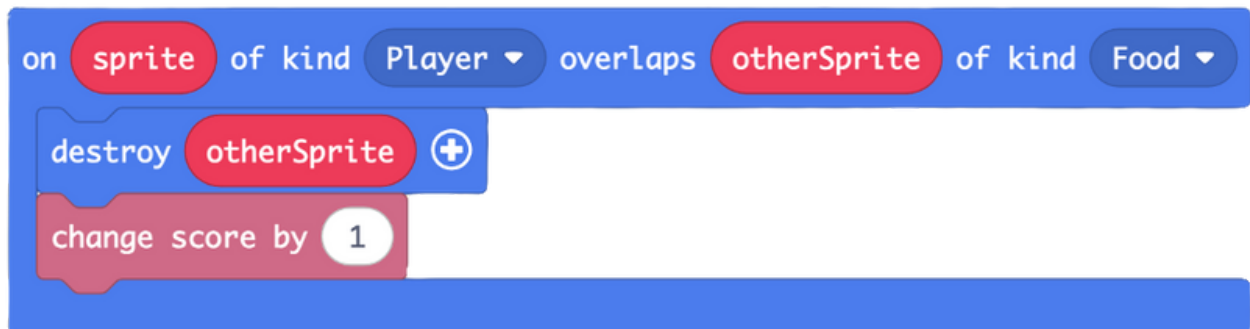


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CODING A PRESENT CATCH GAME | STEP-BY-STEP

STEP 27

Now click onto “Info” and find “Change score by 1” and drop this into your overlap code like this:



STEP 28

Test your code to see if you can catch the presents, and see if the score increases. Want to add a cool animation? Click the + on your code that destroys the present and experiment!

STEP 29

Now let's add some coal! The coal will take points away.

You're going to use the same method as with the presents, but this time instead of being "Food" the type will be "Enemy". This is what the code will look like to make the coal fall:

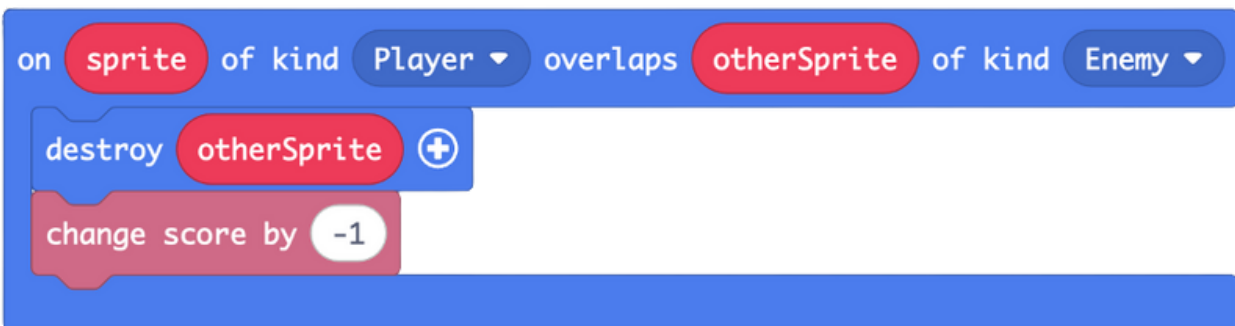


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CODING A PRESENT CATCH GAME | STEP-BY-STEP

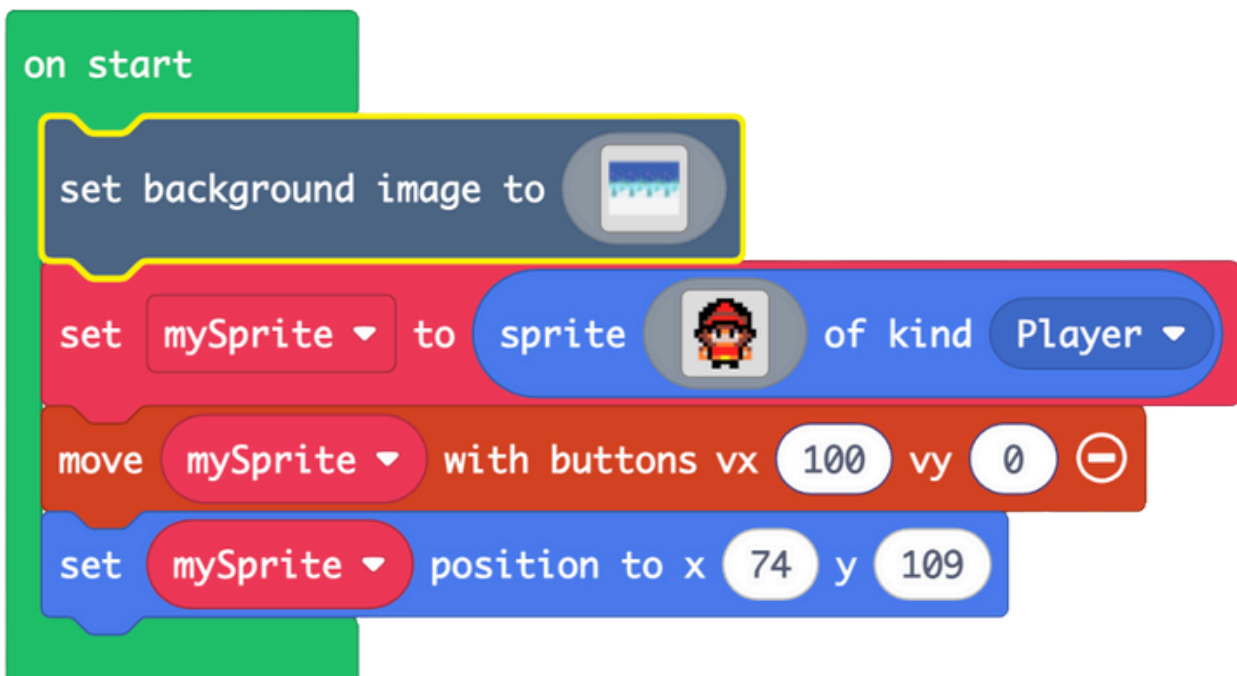
STEP 30

And this is what the code will look like to make the score decrease if you accidentally catch the coal:



STEP 31

Finally, to make sure you can see the black coal, we need a background! Click onto “Scene” and find the background code. Drop it in your on start and choose your own background:



STEP 32

Test your game and play with your friends!

STEP 33

Consider how you could add music or sound effects! Click onto “Music” and explore! You could have some starting music, then a noise every time a present is collected, and another noise each time some coal is accidentally collected!