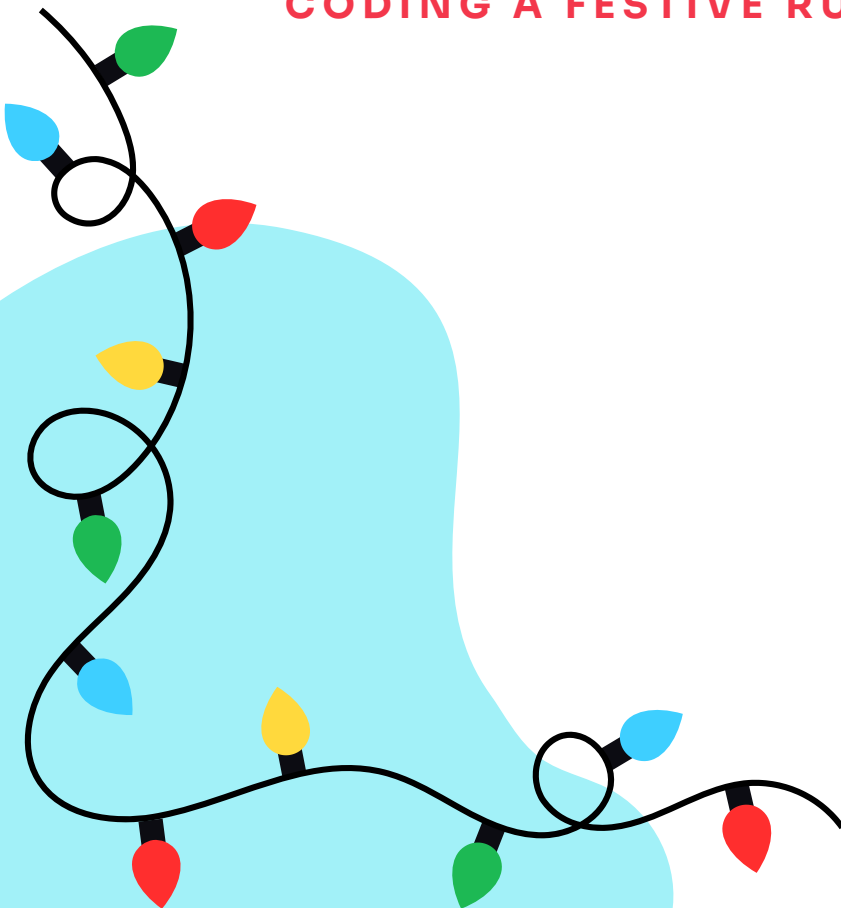




KS2 SANTA'S SLEIGH RUNNER GAME

YOUR STEP-BY-STEP GUIDE TO
CODING A FESTIVE RUNNER GAME



KS2 SANTA'S SLEIGH

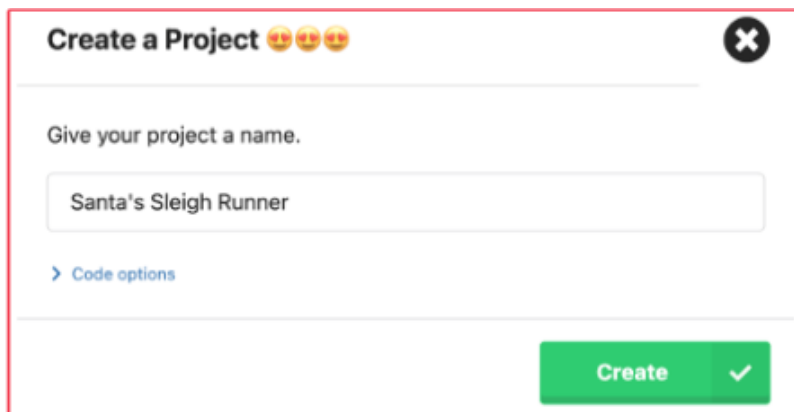
RUNNER GAME CODING | STEP-BY-STEP

STEP 1

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

STEP 2

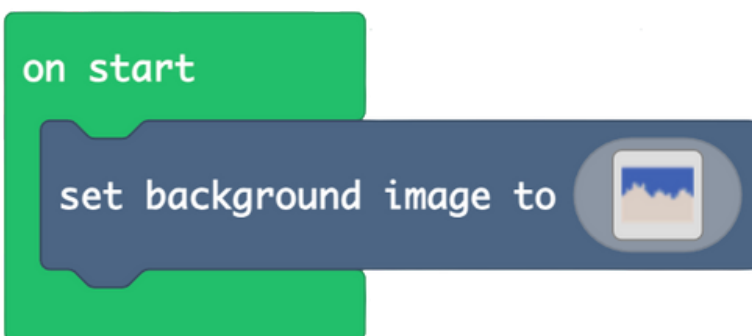
Click onto “New Project” and call it “Santa’s Sleigh Runner” then press “Create”



The screenshot shows a 'Create a Project' dialog box with a title bar containing the text 'Create a Project' and three yellow smiley face emojis. Below the title bar, there is a text input field with the placeholder text 'Give your project a name.' and the text 'Santa's Sleigh Runner' entered. Below the input field, there is a link that says '> Code options'. At the bottom right of the dialog box, there is a green button with the text 'Create' and a checkmark icon.

STEP 3

Now let’s add our background! Click onto “Scene” and find the “Set background image to...” code. Drop it into on start, then click the grey square to paint a background, or click onto “Gallery” to choose a pre-made background. Your code should look like this:



STEP 4

Now let’s add our main player – Santa and his sleigh! Click onto “Sprites” again and find this code:

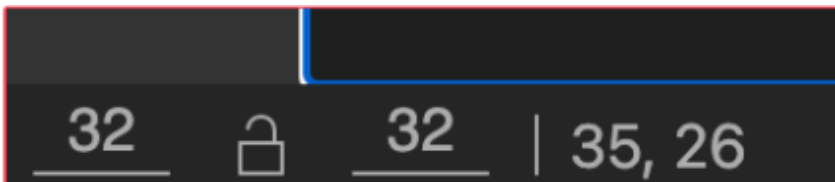


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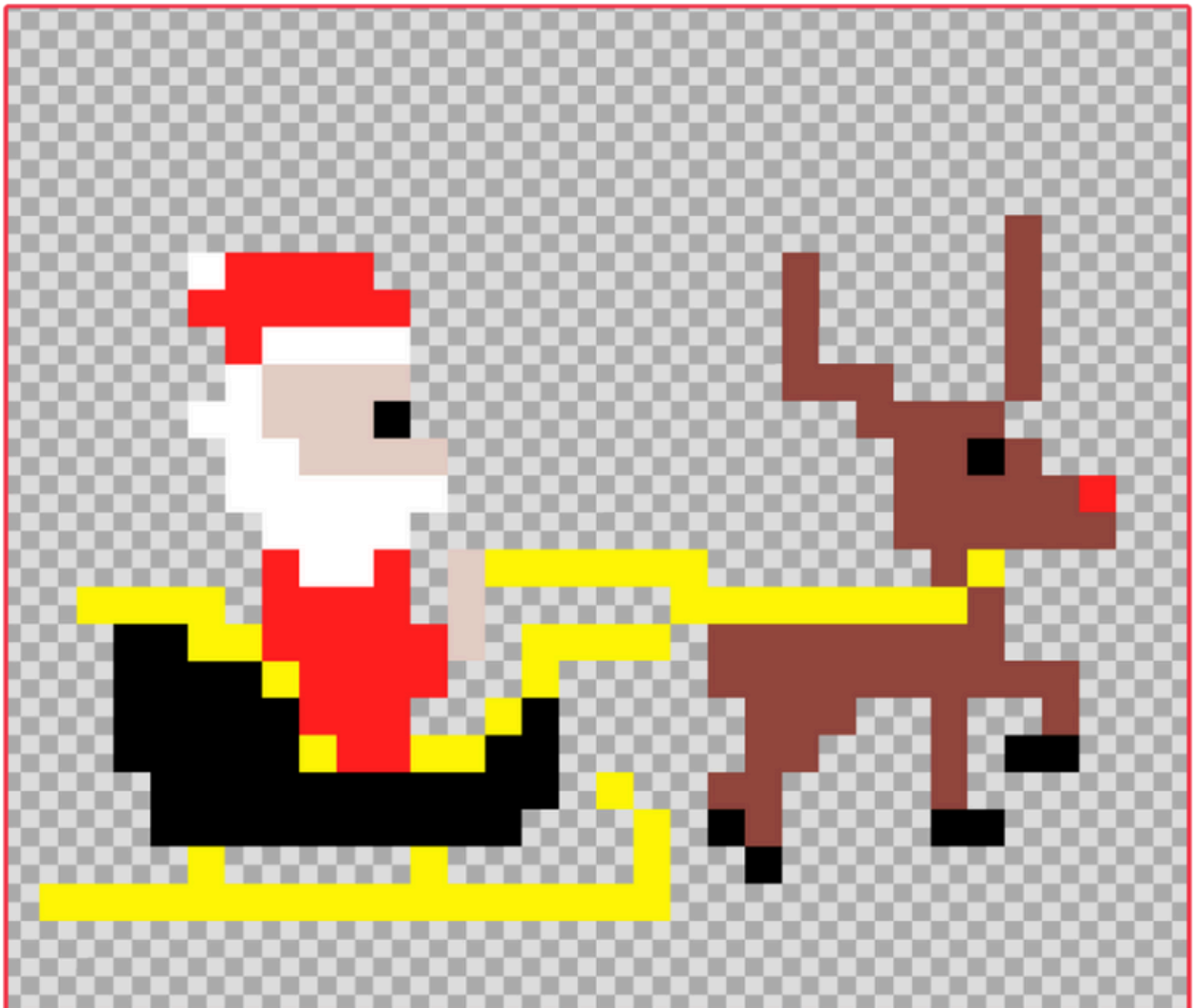
STEP 5

Add the code under your background code, then click onto the grey square. Change the number of pixels to 32 x 32 in the bottom left corner:



STEP 6

Here's a pixelated Santa and Rudolph for you to copy, or you can create your own!

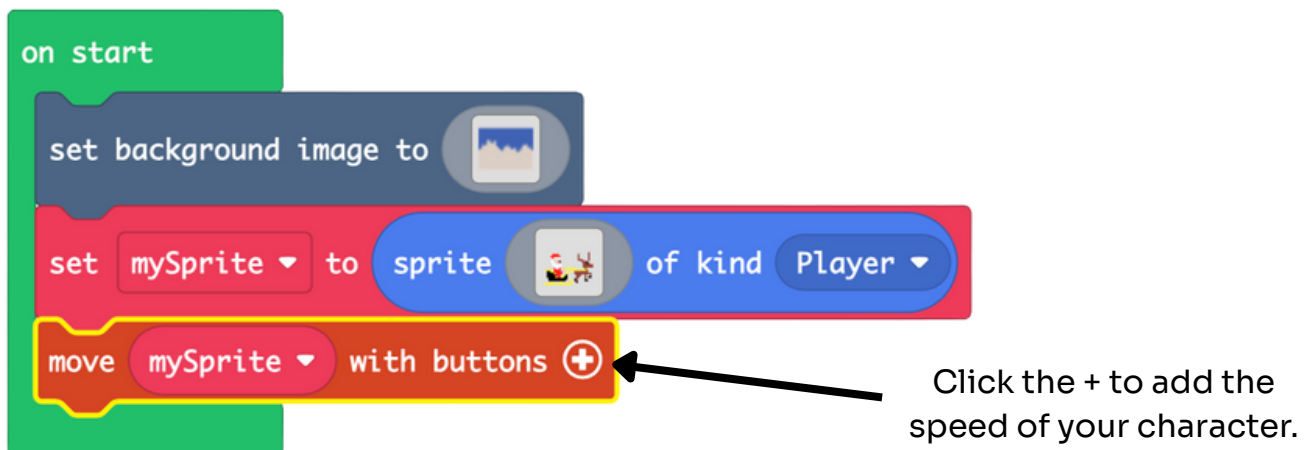


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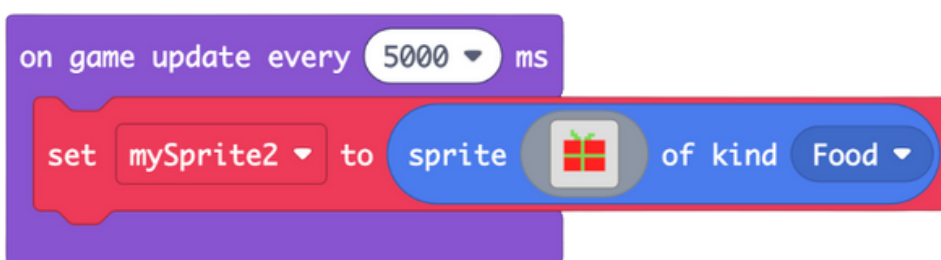
STEP 7

Now let's make our Santa move! Click onto "Controller" and add this code to your coding screen:



STEP 8

Now let's add some presents. We want Santa to collect each present and have to answer a Christmas quiz question to deliver it to a child! To create the present, click onto "Game" and use the "on game update..." code. Then the present is a sprite so your code will look like this:



STEP 9

Now we need the presents to appear in a random position. Click onto "Sprites" and find "set mySprite position to..." drop it into your update code and change the drop down menu to mySprite2.

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RUNNER GAME CODING | STEP-BY-STEP

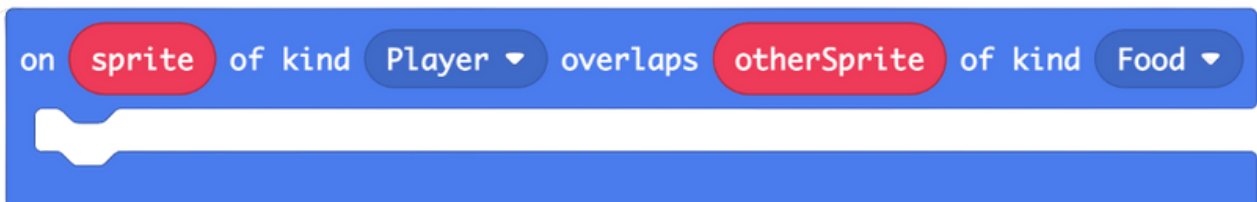
STEP 10

Now click on “Math” and find “Pick random...” and drop one over the first 0 and one over the second 0 then change the numbers so your code looks like this:



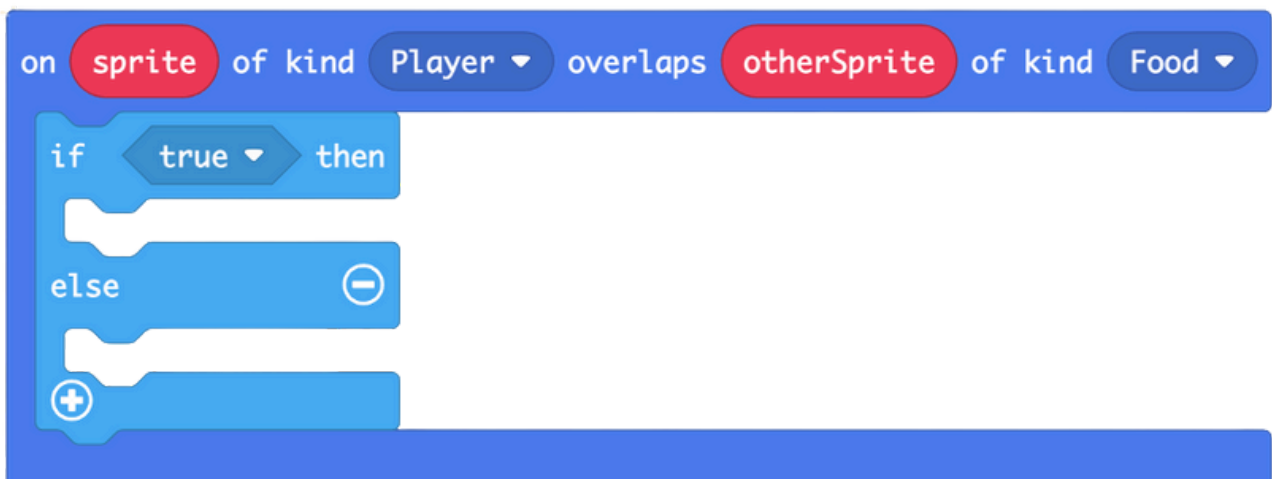
STEP 11

Now let's add the Christmas Quiz Questions! Click onto “Sprites” and scroll down until you find this overlap code, and drop it into space in your coding screen like this:



STEP 12

Now Click onto “Logic” and find If then Else and drop it into your overlap code like this:



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RUNNER GAME CODING | STEP-BY-STEP

STEP 13

Now click onto “Logic” and find an = and drop it over the True, like this:



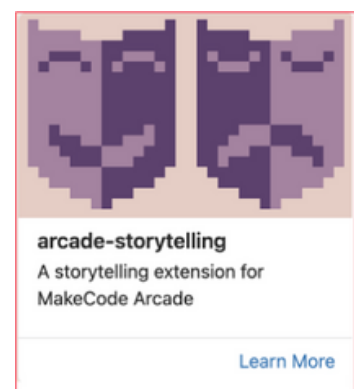
STEP 14

Next, click onto “Info” and find “score” and drop it over the first 0 and type 1 over the second 0 like this:



STEP 15

Now click onto “Extensions” and search for “Story” and press enter. You can then double click onto “Arcade Storytelling” to add more code:

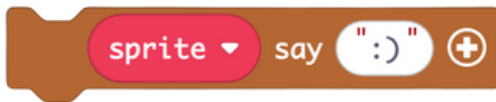


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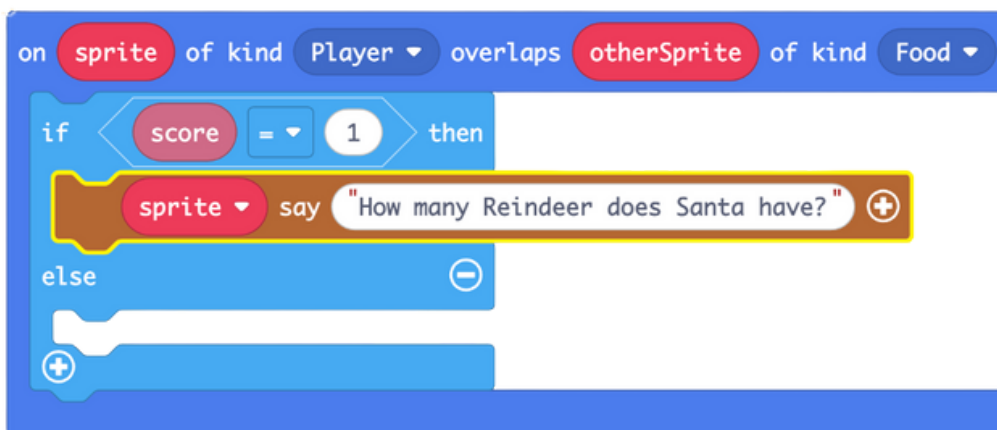
STEP 16

Click onto "Story" and find this code:



STEP 17

Drop it into your IF and type your first quiz question, like this:



STEP 18

Now we need another IF and ELSE, drop it straight under your question so your code looks like this:

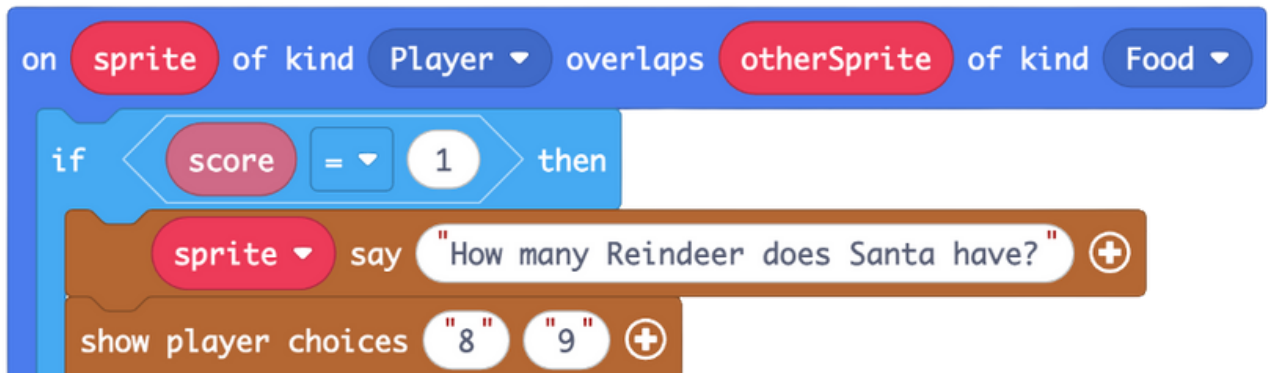


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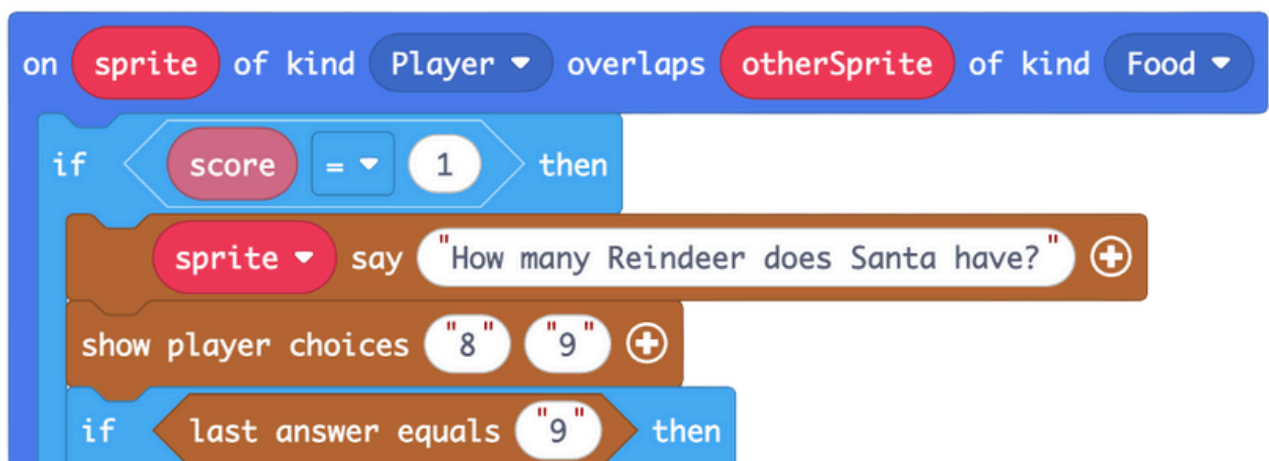
STEP 19

Now we give choices. Click onto “Story” and find “show player choices...” and drop it under your question with to choices for answers, like this:



STEP 20

Now click onto “Story” and find the code which says “last answer equals...” and drop it over the “true” like this:

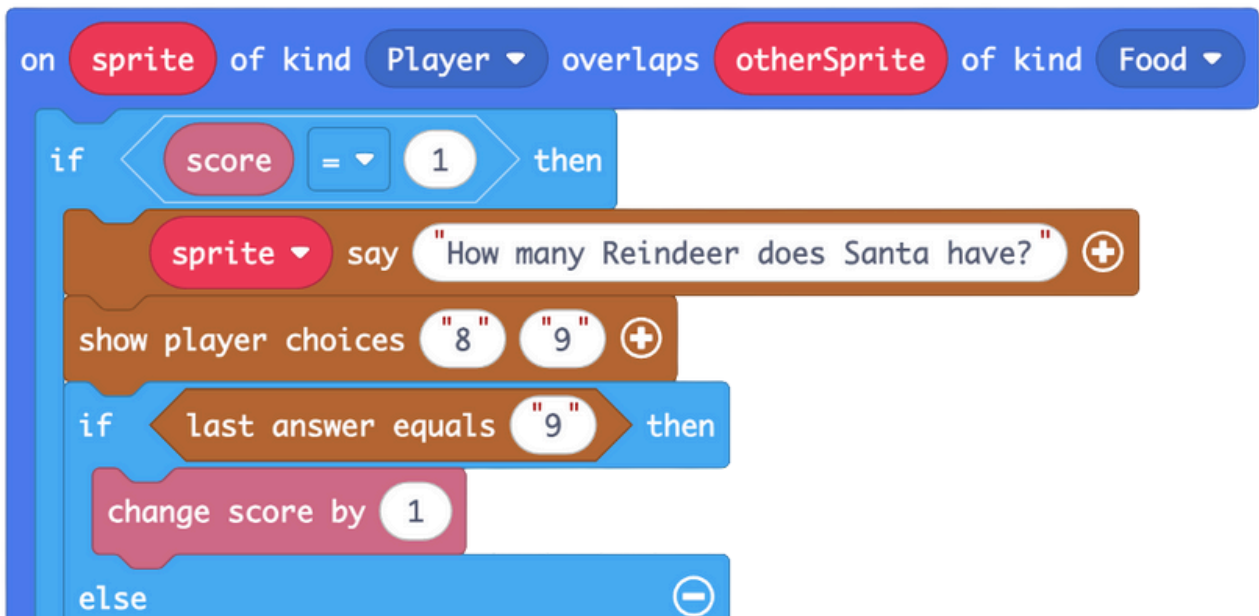


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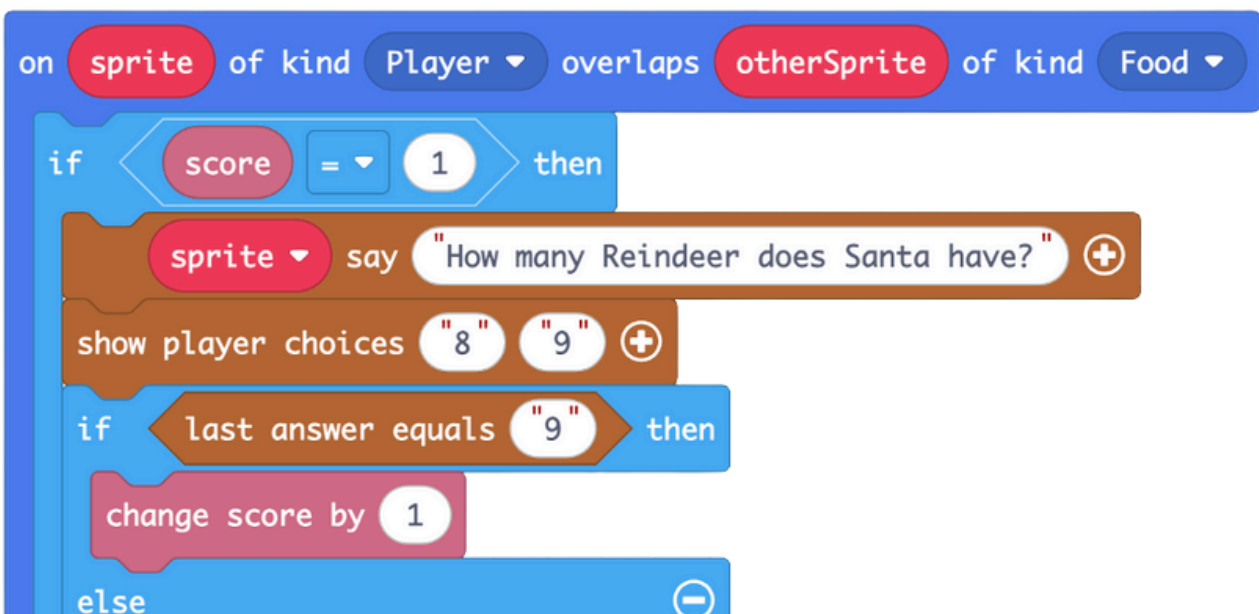
STEP 21

Now we need to make the score go up if they got the answer correct



STEP 22

Click onto "Info" and find "change score by..." and drop it into your code like this:

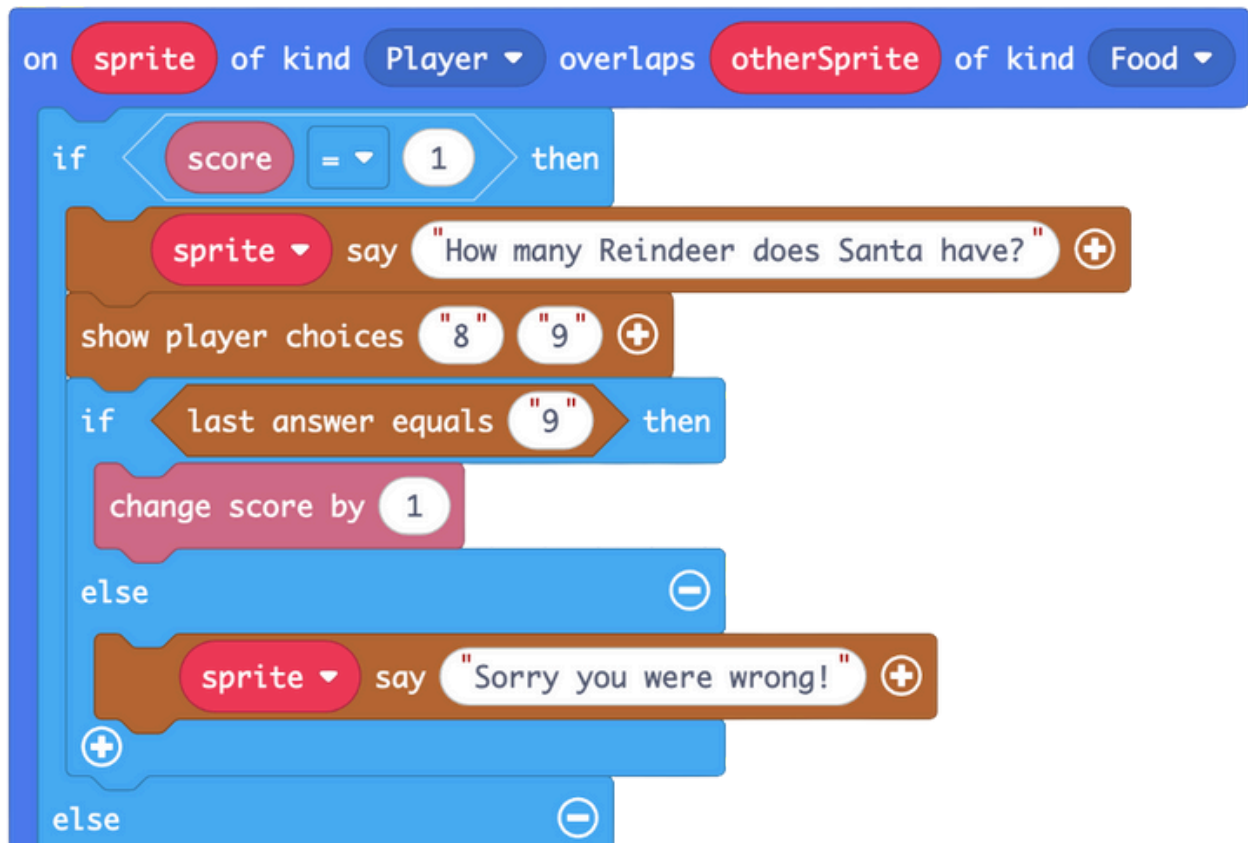


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RUNNER GAME CODING | STEP-BY-STEP

STEP 23

If the player gets the answer wrong, let's tell them. Click onto "Story" and find "sprite say..." and drop it into your code with the message like this:

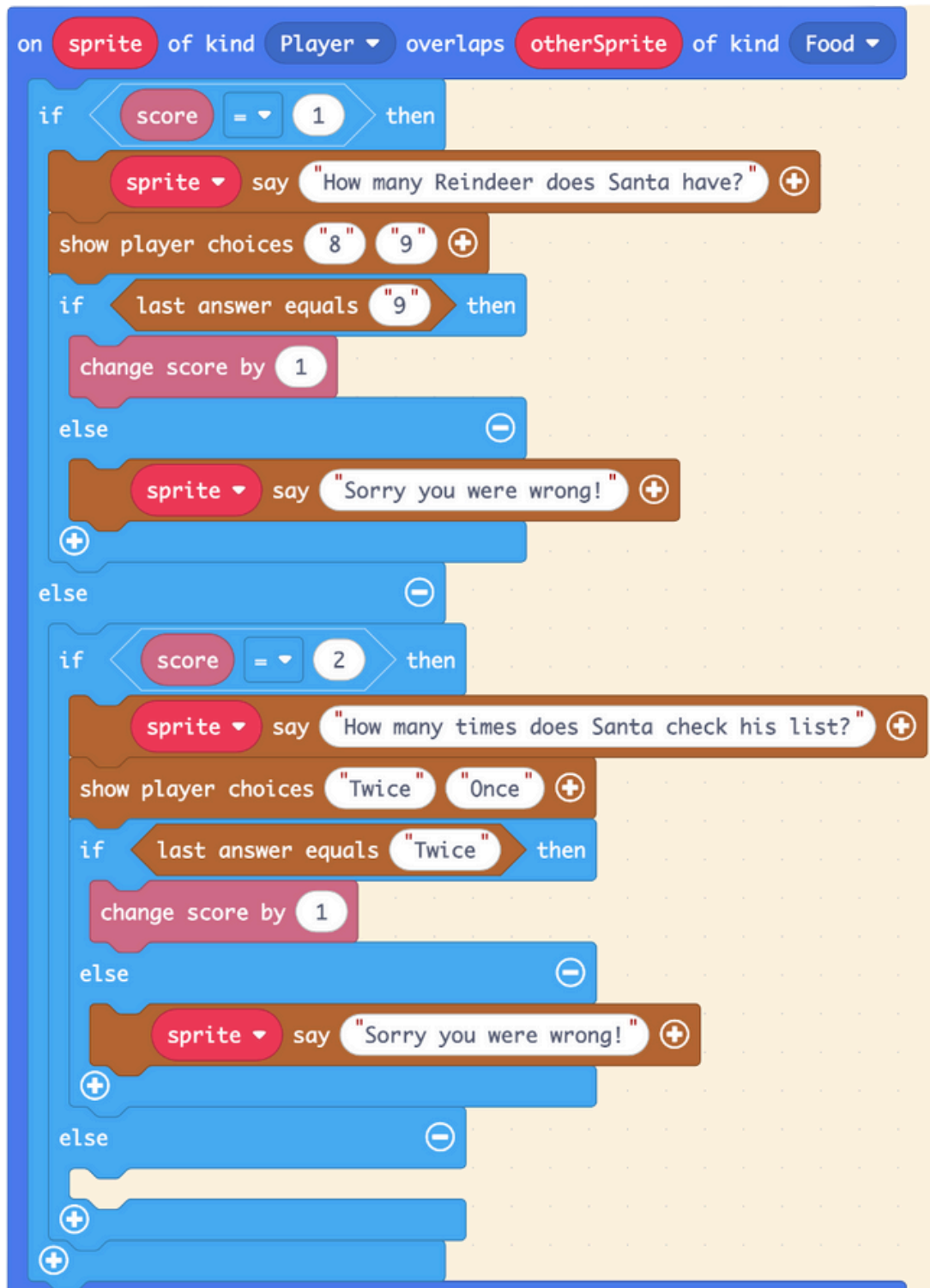


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RUNNER GAME CODING | STEP-BY-STEP

STEP 24

If the player gets the answer wrong, let's tell them. Click onto "Story" and find sprite say..." and drop it into your code with the message like this:



KS2 SANTA'S SLEIGH

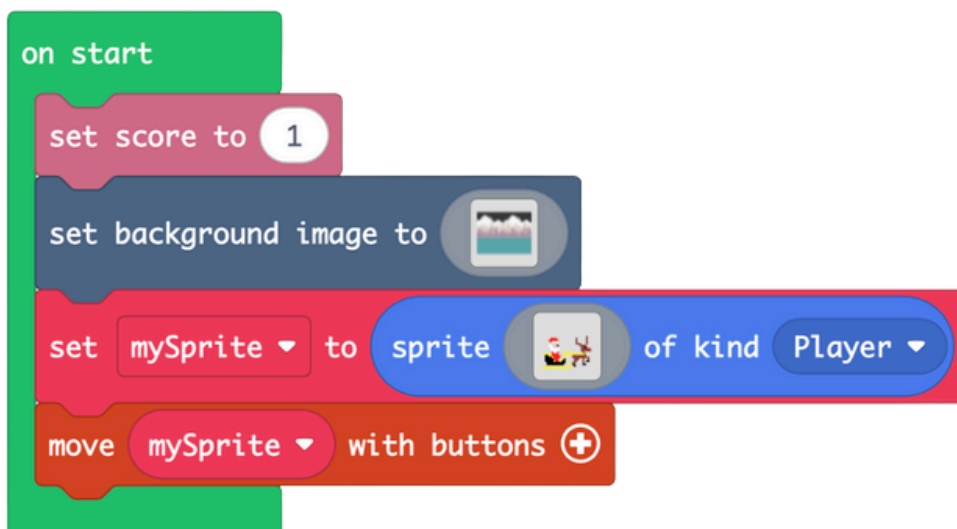
RUNNER GAME CODING | STEP-BY-STEP

STEP 25

Repeat step 24 until you have lots of Christmas quiz questions!

STEP 26

Now we should start with a score of 1 because we want to be kind at Christmas! Click onto “Info” and find “set score to...” and drop it into your “on start” code, changing the 0 to a 1 like this:



STEP 27

Play your game and have fun!