

Characters and Backdrops

You must now begin to develop the Maze Game by adding new characters and backdrops.

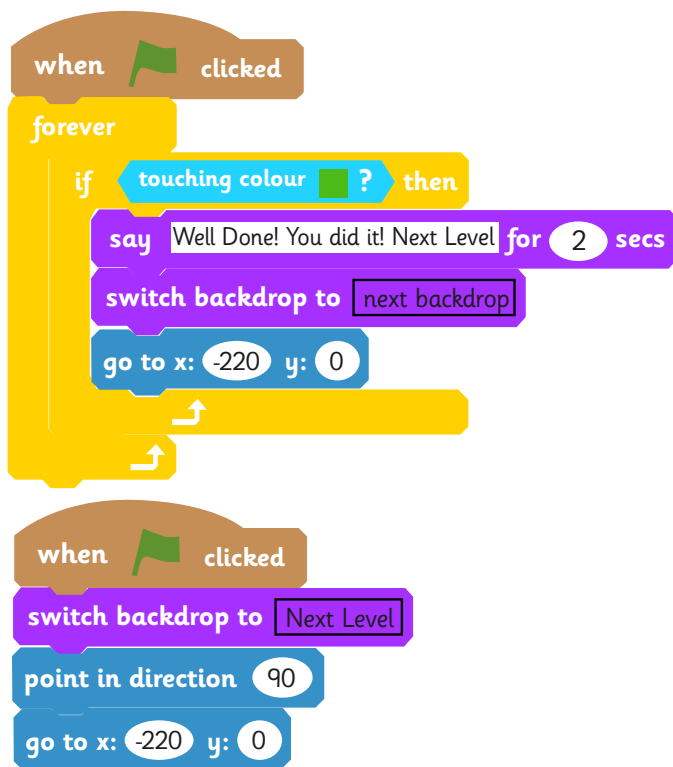
1. Designing a Backdrop



- First design your new backdrop by clicking on Paint New Backdrop. Make it more complex than the first one.
- Use the Gradient Fill in the background for a more professional looking finish. It could look something like the example opposite.
- Edit the titles of your backdrops so they are called Level 1 and Level 2.

2. Creating the Code

Next create the code to move from one level to the next.




You need to edit the script which checks if the green exit is reached.

Add a block that says Say Well Done! Next Level for 2 secs. You can change the message and the number of seconds it is displayed for.

Add the block that says Switch Backdrop to next backdrop.

Add the block that says Go To x,y and enter the same variables (numbers) as the start of the code. This will send the sprite back to the starting point of the next level.

Now you need to go back to the beginning of your code.

After the first block When the  is clicked, add a new block that says Switch Backdrop to Level 1.

Test and debug your code as you go along.

Challenge:

- How many levels can you make?
- Will the sprite always start in the same place?
- Will the green exit always be in the same place?

3. Designing a Character



Click on Paint New Sprite to open a similar canvas to the backdrop editor. This time create a simple new character – it could be an enemy for the first sprite, like this one.

Can you use the tools for brush, line, ellipse, select (resize) and be able to change the line width?

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- Use the Gradient Fill in the background for a more professional looking finish. It could look something like this example.
- Edit the titles of your backdrops so they are called Level 1 and Level 2.

2. Creating the Code

- Next create the code to move from one level to the next.
- You need to edit the script which checks if the green exit is reached. When the sprite touches the exit colour, first add the block for Switch Backdrop to next backdrop.
- Next add another Go To x,y block which send the sprite back to the starting point of the next level.
- If you didn't specify it before, make sure the message you chose to Say only appears for a limited time (e.g. 2 secs).
- Finally, you might need to go back to the beginning of your code, When the  is clicked and make sure you always start with Switch Backdrop to Level 1.
- Test and debug your code as you go along.

Challenge:

- How many increasingly complex levels can you make?
- Will the sprite always start in the same place?
- Will the green exit always be in the same place?

3. Designing a Character



- Click on Paint New Sprite to open a similar canvas to the backdrop editor. This time create a simple new character – it could be an enemy for the first sprite, like this one.
- Can you use the tools for brush, line, ellipse, select (resize) and be able to change the line width?



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Designing a Backdrop

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- Edit the titles of your backdrops so they are called Level 1 and Level 2.

Creating the Code

- Next create the code to move from one level to the next.
- What does a Player do to complete the first level and what action does this trigger in order to move to the second level?
- Test and debug your code as you go along.

Challenge

- How many increasingly complex levels can you make?
- Will the sprite always start in the same place? Will the green exit always be in the same place?

Designing a Character

- Click on Paint New Sprite to open a similar canvas to the backdrop editor.
- This time create a simple new character – it could be an enemy for the first sprite.
- Can you use the tools for brush, line, ellipse, select (resize) and be able to change the line width?