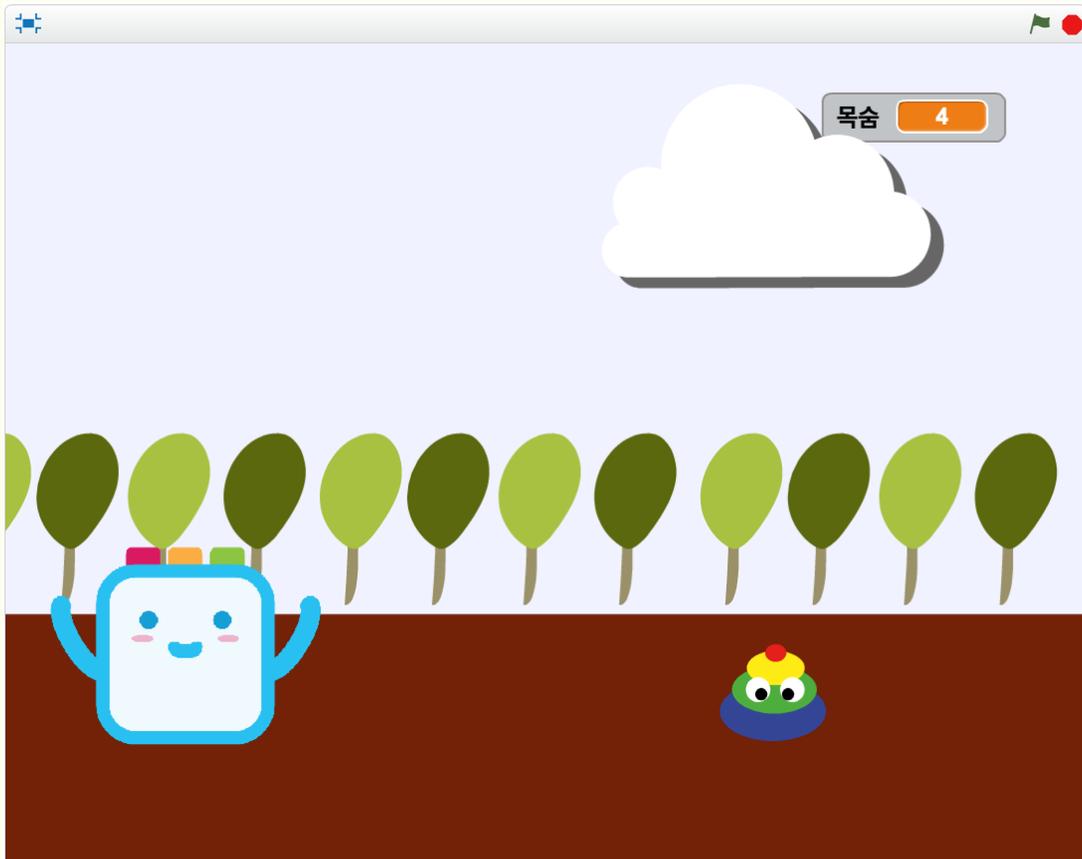


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Holy Moly! Who Pooped On the Road?

● Scratch Project

- Let us create a jumping-running game using Cubroid game controller.



● Coding Block To Use

- Let us utilize the coding block (touch sensor) to build the game controller.



LIGHT & TOUCH SENSOR

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Holy Moly! Who Pooped On the Road?

Scratch Coding Mission

- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.

Frequently used blocks

Major blocks	Block explanation
	<ul style="list-style-type: none">Choose one number between two numbers entered in the white cell including the entered numbers.For the case on the left, one value among numbers between 1 to 10 is selected.
	<ul style="list-style-type: none">Checks if the sprite has reached certain target and shows if it is True or False.
	<ul style="list-style-type: none">This block creates the copy of the current sprite. The copy will have the same size, shape, position, and status of the original.
	<ul style="list-style-type: none">The order block that the connected script is started when it is copied.
	<ul style="list-style-type: none">This block deletes the current copy.

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Holy Moly! Who Pooped On the Road?

● Coding Mission To Do!

Let us create a jumping-running game using Cubroid game controller.

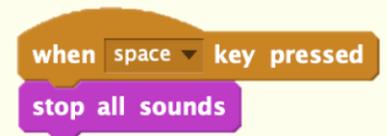
- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.



The stage plays the background music of the game.

Step 1

Let us play the background music when you click the flag and turn off all sounds when you hit SPACE key.



Tree sprite keeps moving to the left of the screen.

Step 2

Let us set the first position value of the tree when you click the flag.



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Holy Moly! Who Pooped On the Road?

● Coding Mission To Do!

Let us create a jumping-running game using Cubroid game controller.

- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.

Step 3

Let us code the tree sprite to keep moving to the left.

```
when green flag clicked
  go to x: -52 y: -26
  forever loop
    change x by -10
```

Step 4

Let us create the conditional sentence to check if the tree sprite hits the wall while moving the position of the tree sprite continuously.

- The conditional sentence is only started when it is True.
- If the sprite hits the wall, set the position of the tree to the most right of the screen.

```
when green flag clicked
  go to x: -52 y: -26
  forever loop
    change x by -10
    if x position < -530 then
      set x to 370
```

● Coding Mission To Do!

Let us create a jumping-running game using Cubroid game controller.

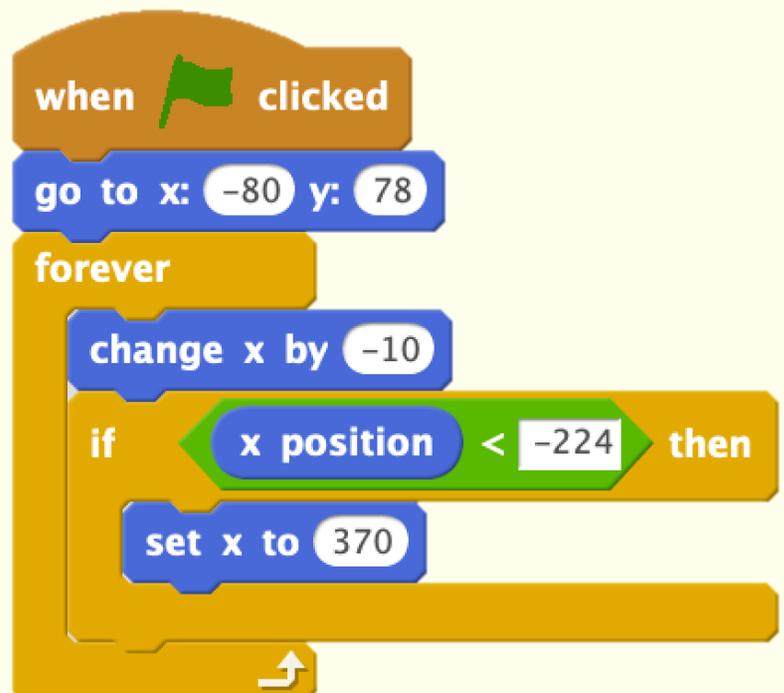
- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.



The cloud sprite keeps moving to the left like the tree sprite.

Step 5

Let us code it like the tree sprite.



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Holy Moly! Who Pooped On the Road?

● Coding Mission To Do!

Let us create a jumping-running game using Cubroid game controller.

- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.



Cubroid sprite jumps every time you push the game controller built with the touch sensor. The character has lives, and the game is over when the life becomes 0.

Step 6

For Cubroid sprite, let us start the following when you click the flag.

- 1) Set the initial position.
- 2) The tree and cloud sprites are the background, and the Cubroid sprite must come front of all.
- 3) Set Life variable as 5.

```
when clicked
go to x: -163 y: -128
go to front
set life to 5
```

Step 7

We have to keep checking and make sure that the game is over when the Life variable becomes 0.

- Let us keep checking if the value of the Life variable is less than 1.
- Let us code it to stop the game if the condition is True.

```
when clicked
go to x: -163 y: -128
go to front
set life to 5
forever
  if life < 1 then
    stop all
```

● Coding Mission To Do!

Let us create a jumping-running game using Cubroid game controller.

- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.

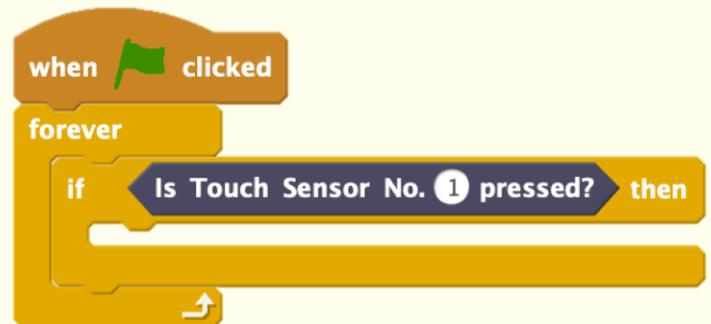


Cubroid sprite jumps every time you push the game controller built with the touch sensor. The character has lives, and the game is over when the life becomes 0.

Step 8

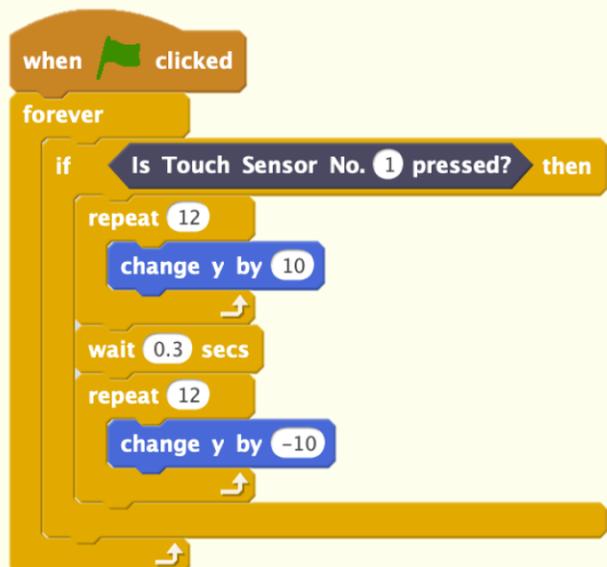
For Cubroid sprite, let us start the following when you click the flag. This is started at the same time as step 1.

- Let us create the conditional sentence that checks if the touch sensor is pushed or not. This only starts when the it is True.



Step 9

Cubroid sprite jumps if the touch sensor block is pushed.



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Holy Moly! Who Pooped On the Road?

Coding Mission To Do!

Let us create a jumping-running game using Cubroid game controller.

- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.

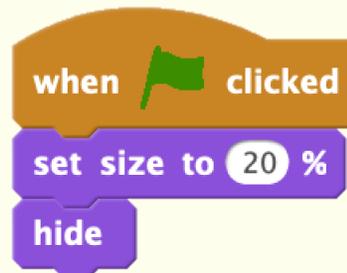


Poop sprite shows in random color at random location and moves towards the Cubroid sprite. Touching the Cubroid sprite reduces the value of Life variable, and it disappears when it hits the wall.

Step 11

Let us set the initial value when you click the flag.

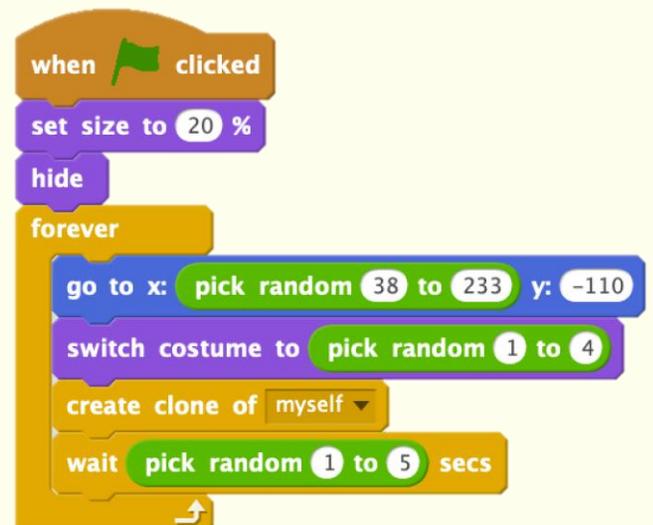
- Set the good size.
- Let us make the original Poop sprite visible.



Step 12

The following is repeated until the end of the game:

- Code the Poop to have constant Y coordinate and have random position for X coordinate.
- Let us set the shape of the Poop randomly, so we could have the Poop with many colors.
- Copy the Poop sprite, and this script is repeated after 1~5 seconds.



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Holy Moly! Who Pooped On the Road?

Coding Mission To Do!

Let us create a jumping-running game using Cubroid game controller.

- Let us make a game where Cubroid sprite jumps and dodges poop every time you push the game controller made with the touch sensor.



Poop sprite shows in random color at random location and moves towards the Cubroid sprite. Touching the Cubroid sprite reduces the value of Life variable, and it disappears when it hits the wall.

Step 13

Let us start the following when the Poop sprite is copied:

- 1) Make the copy visible.
- 2) Move the Poop sprite to the left until it hits the wall.
- 3) The copy disappears when the Poop sprite hits the wall.

Step 14

Reduce Life variable by one when the Cubroid sprite and Poop sprite touch while Poop sprite is moving to the left, play the effect sound, and delete the copy.

```
when I start as a clone
show
repeat until touching edge ?
  change x by -10
delete this clone
```

```
when I start as a clone
show
repeat until touching edge ?
  change x by -10
  if touching cubroid ? then
    change life by -1
    play sound pop
    delete this clone
delete this clone
```