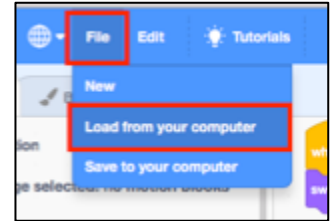# Scratch Platform Game

You will need to download the basic platform game first. It's called **platformer.sb3**

1. **Open the file:**
   a. go to the **Scratch website**
   b. click **Create**
   c. click **File** (<u>top left</u>) > **Load from your computer** > load the **platformer.sb3** file

2. **Play the game**
   Click the **green flag** to play the game. Try and figure out how to move the hero (the black square) and what each of the blocks do.
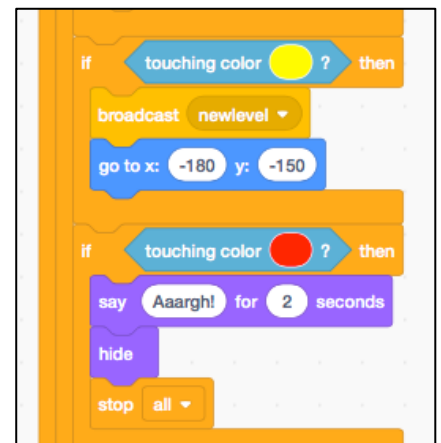   There is only one level at the moment

3. **Look at the code**
   There is only one **sprite** – the black square (our hero!). Most of the code is on this sprite.
   It's quite complex, but concentrate on the **if touching colour** blocks as these control the flow of the game.

4. **Design the next levels**
   On paper, draw some designs for 3 or 4 new levels for the game.

   Try and make each level a bit more difficult to complete. Perhaps there are more red blocks, or the yellow block is up high? You could try to include some new blocks or power-up items if you're feeling brave.
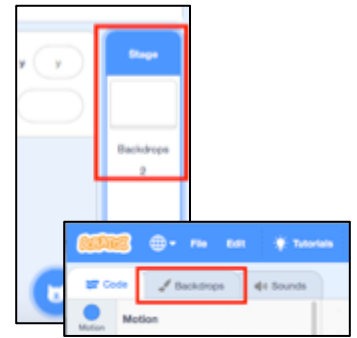
   Each level <u>must</u> have a **black line** along the bottom for the hero sprite to move on. This needs to be in the same place each time or else the game won't work.

   Make sure you include a **Yellow block** to end each level.

5. **Build the next level**

Now you know what the levels will look like, build the next level.

a. click on the **Stage area** at the **bottom right**

b. now click on the **Backdrops tab** at the **top left**

c. **IMPORTANT: Right click** on **backdrop1** and **Duplicate**. This copies the backdrop so that you have a blank one to use later

d. Now build the level. It's easiest to use rectangles, circles and lines to do this and fill them with the colour you need.

HINT: when you create a new shape on the background it stays selected. If you press the Green Flag to test the game straight away then the shape you just drew will start to move as well.
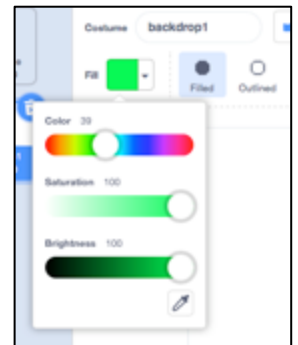
Make sure you click off any new shape before you test the game

The colour codes you'll need to use are shown in the table below.

Colour codes:

You **must** use the right colour codes or the game won't work properly.

	Colour	Saturation	Brightness
Black	0	0	0
Blue	60	100	100
Red	0	100	100
Yellow	17	100	100
Dark green	39	100	80
Light green	39	100	100

Yes, there are two different colour greens used in the game. You might not have spotted this.

Save your game:

Click **File** > **Save to my computer**. The file will download automatically. You need to figure out where it's been saved to – probably your downloads folder.