

# GAMES

Here are some blocks that can be useful in games.

## TOUCHING

See if two sprites are touching or if a sprite is touching a color



## VISIBILITY

Make a sprite appear or disappear



## RANDOM

Get a computer-generated number from within a specified range



## TIMING

Have the computer keep track of time for you



## STRINGS

Test, access, and change words and sentences



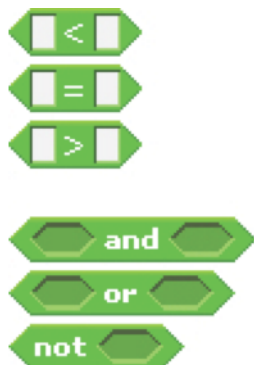
## VARIABLES

Store a number or string in a container to access later



## COMPARE

Compare values to help make decisions within your game

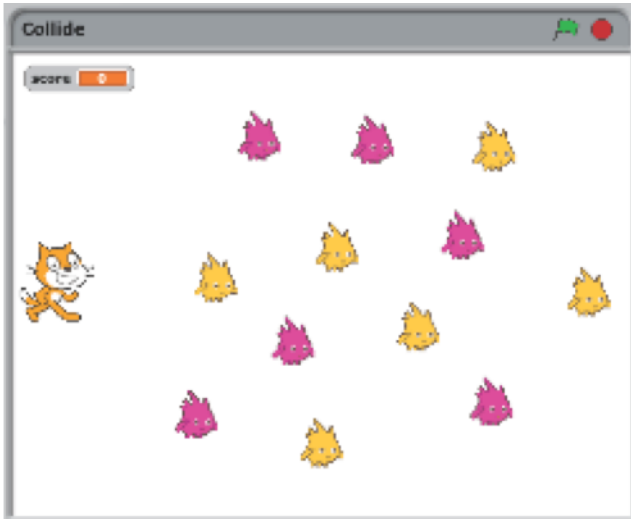


## KEY PRESS

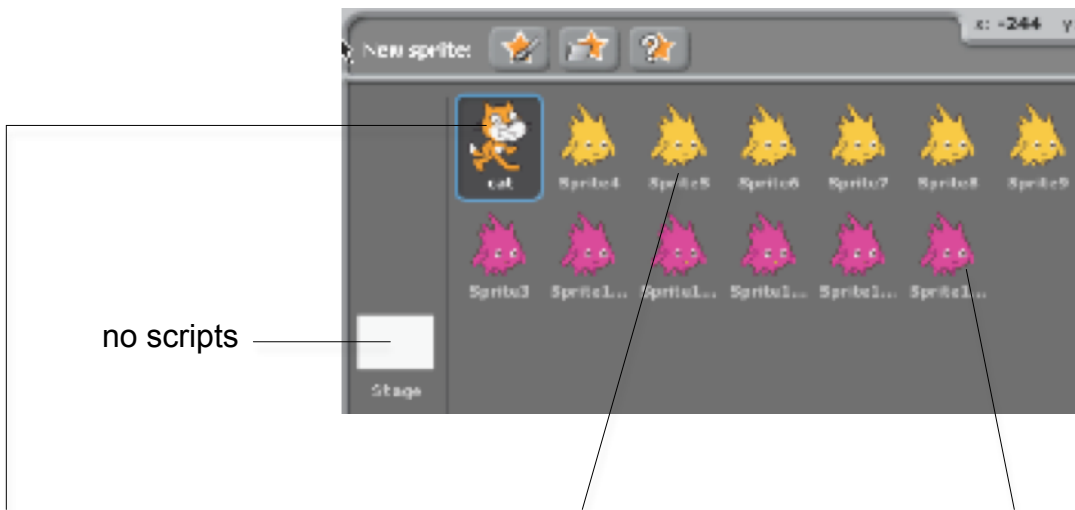
Make a sprite respond when different keys are pressed



# COLLIDE



Help the cat navigate a field of Gobos. Collect yellow gobos to earn points, avoid pink gobos to avoid losing points.

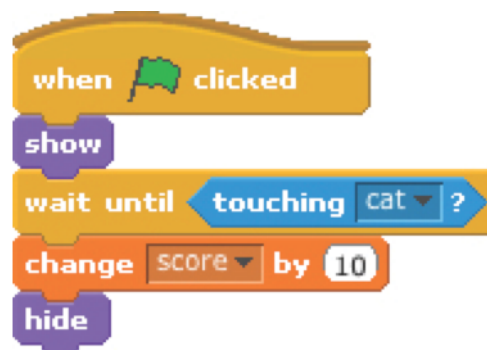


no scripts

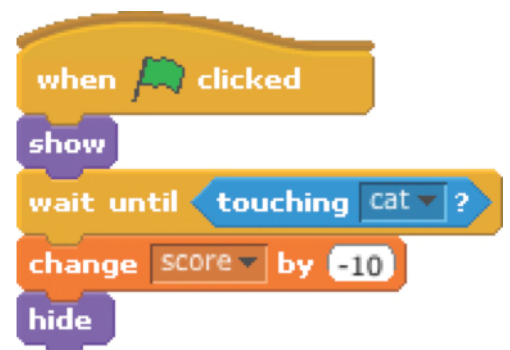
reset the cat's position and the score



when the cat collides with a yellow gobo, the gobo disappears and the score increases by 10



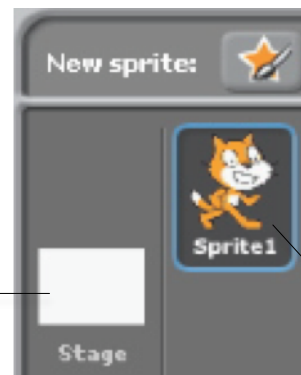
when the cat collides with a pink gobo, the gobo disappears and the score decreases by 10



# CATLIBS

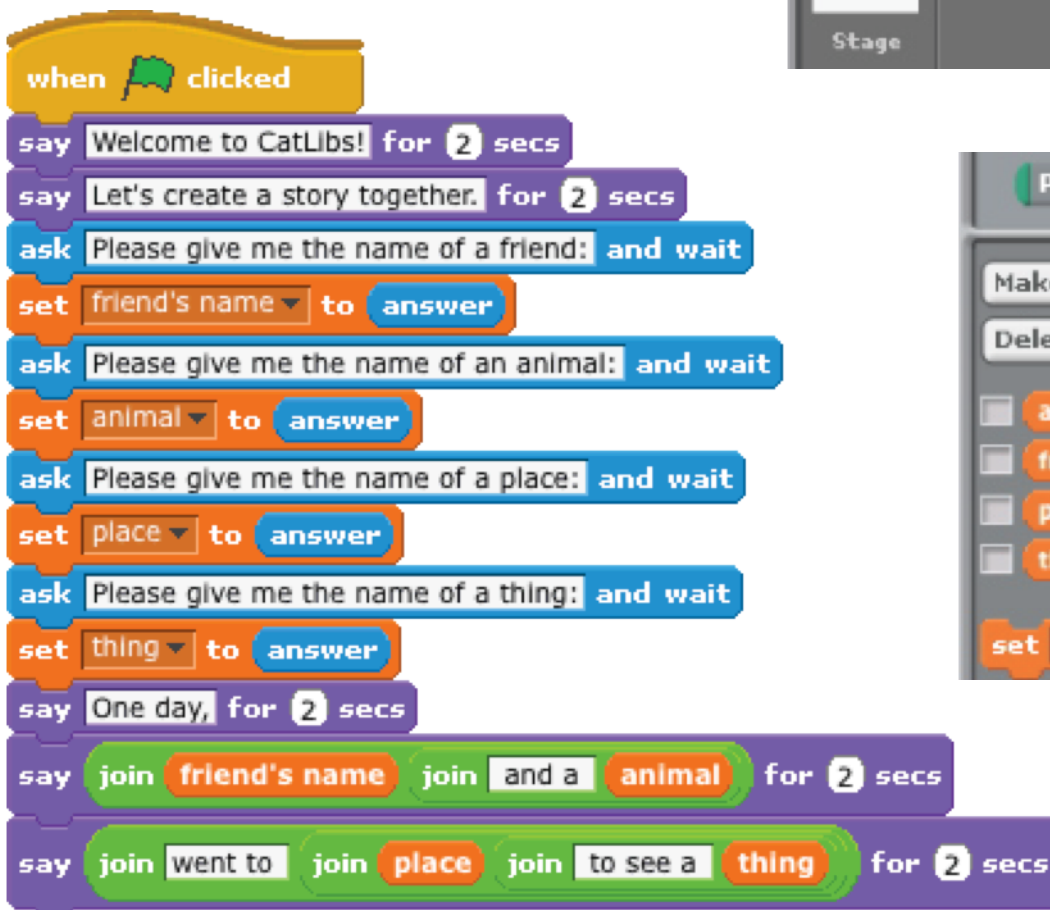


Create a unique Madlib story by collecting user input.



no scripts

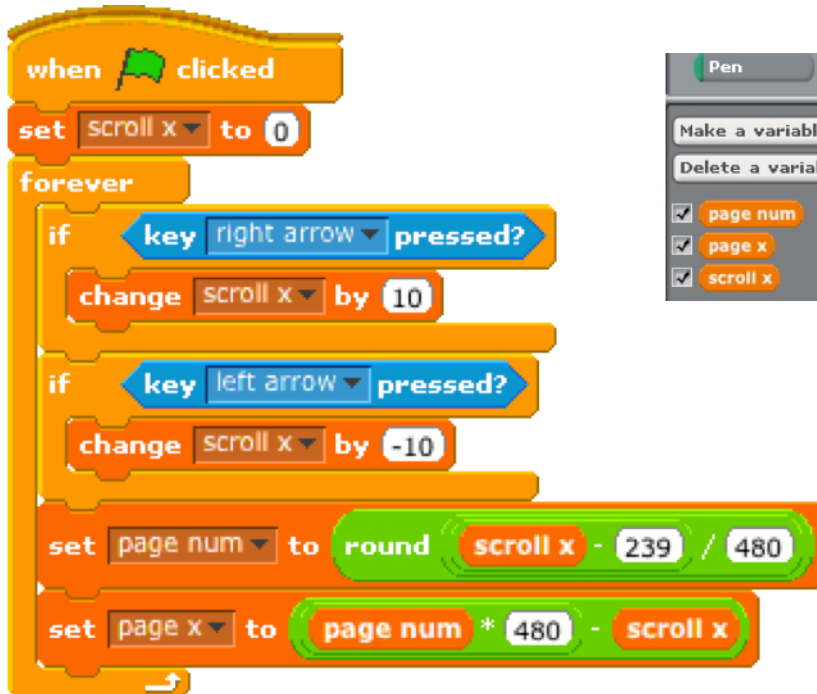
1 script  
4 variables



# SCROLLING

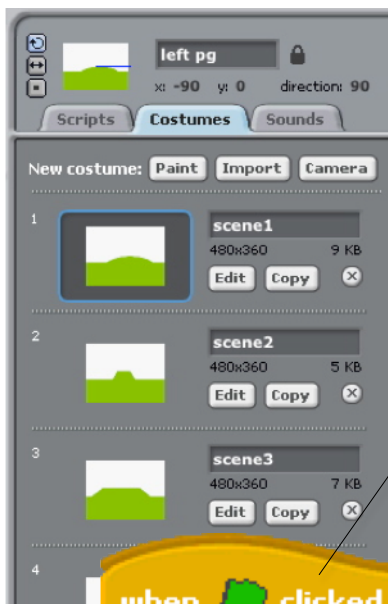
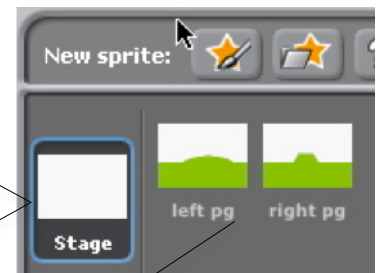


Create the foundation for a side scrolling game.



3 variables

1 script



create two sprites:  
one for the left background panel,  
one for the right background panel

add the same (2 or more)  
costumes to each sprite

add this script to the left sprite

add this script to the right sprite

