Project 138

Coding School

DP EDUCATION

138

PictoBlox
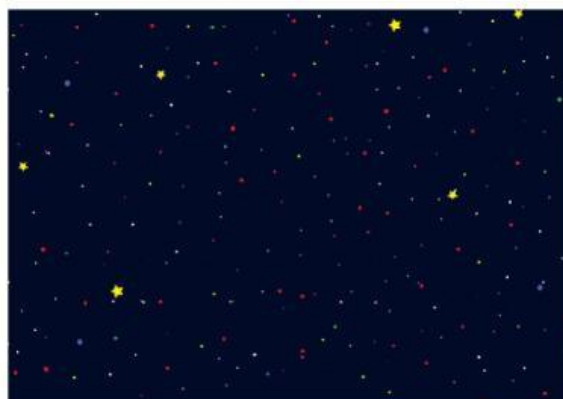
❖ The pictures related to creating this game are included in the link below.
https://drive.google.com/drive/folders/1NIeYxAg4L0jRM4SCSxSR6W
LIHbPYqza3?usp=drive_link

❖ Add the image labeled Space 3 using Choose a backdrop.

❖ Let's add the relevant sprite as follows.

❖ Set the X position, Y position and size of the Orka sprite as follows

❖ Set the X position, Y position and size of the gems sprite as follows

| Sprite | gems | ↔ x | -167 | ↕ y | 93 |
| Show | ◉ | Ø | Size | 19 | Direction | 90 |

❖ Set the X position, Y position and size of the tynamit sprite as follows.

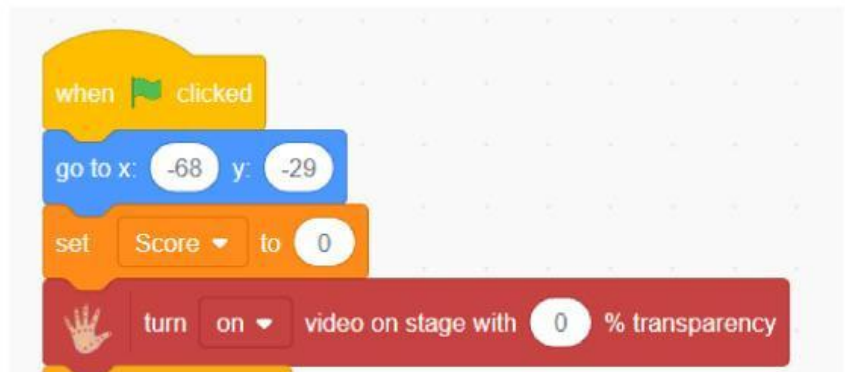| Sprite | tynamit | ↔ x | 189 | ↕ y | -84 |
| Show | ◉ | Ø | Size | 15 | Direction | 90 |

❖ Let's prepare the code for this game now.
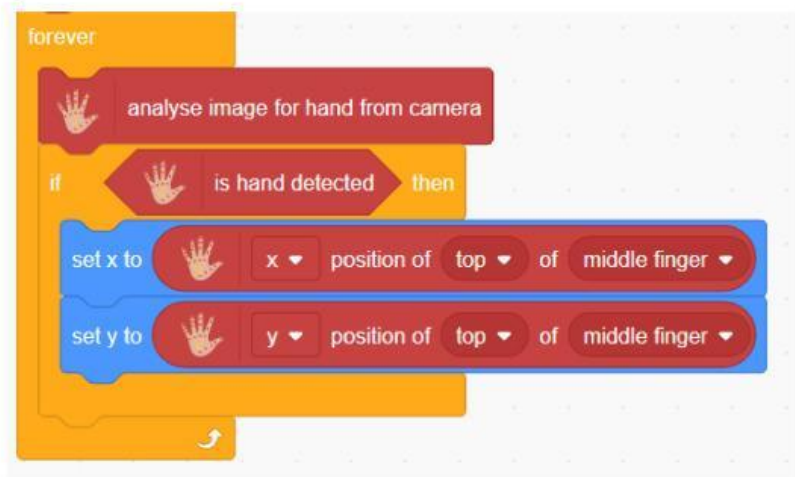❖ First, add a Human body detection under add extension.
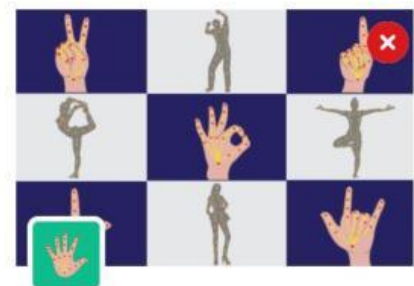
Human Body Detection
Identify human parts from image

❖ First, let's prepare the code for the orko sprite.

❖ When you click on the green flag, the X position of the orko sprite should be given as -68 and the Y position as -29. Prepare a variable as score. Give the value of that one as 0. Prepare the code as follows for the camera to be on.

```
when ⚑ clicked
go to x: -68  y: -29
set  Score ▼  to  0
✋  turn  on ▼  video on stage with  0  % transparency
```

❖ Your hand will be analyzed by the camera. If the hand is detected, the upper part of the middle finger will be given for the X position of the orko sprite and the upper part of the middle finger will be given for the Y position. For that, prepare the code as follows.

```
forever
  ✋  analyse image for hand from camera
  if  ✋  is hand detected  then
    set x to  ✋  x ▼  position of  top ▼  of  middle finger ▼
    set y to  ✋  y ▼  position of  top ▼  of  middle finger ▼
```
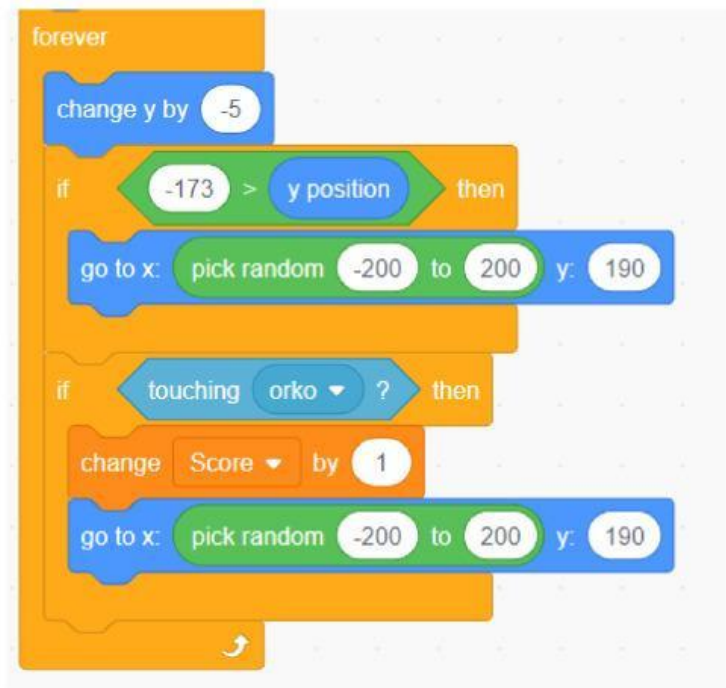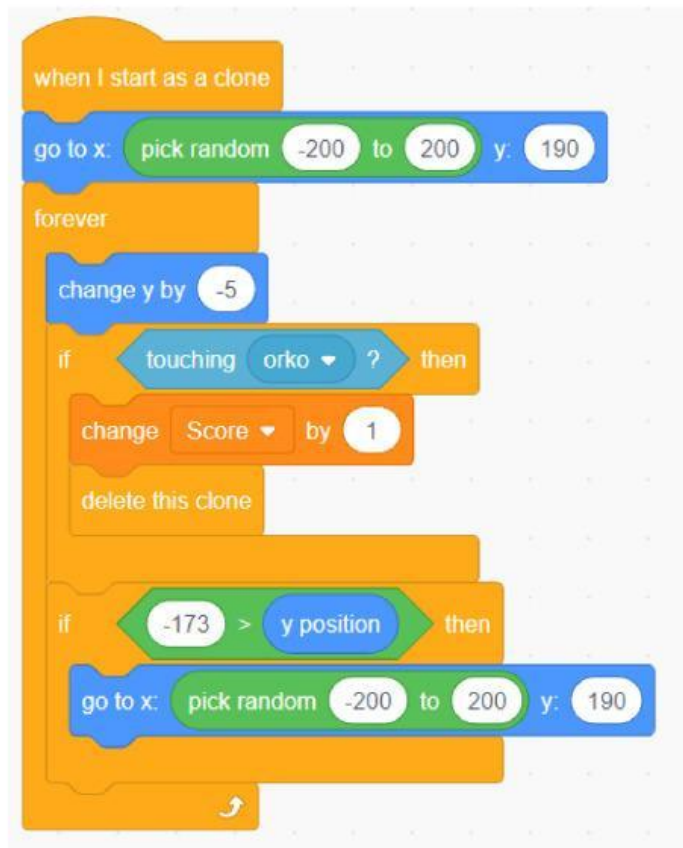
❖ Let's prepare the code for the gems sprite.

❖ When you click on the green flag, in two seconds more gems clone will be created and the X position of the gems sprite should be between -200 and 200 and the Y position should be given as 190 for that, prepare the code as follows.

❖ The Y position should be less than 5 by 5 (the Y position should be less than the length by -5.)
❖ If the Y position is less than -170, the X position of the gems sprite should be set between -200 and 200 and the Y position should be set at 190.
❖ The score should change by 1 when the Gems sprite orko sprite is touched. And the position of the gems sprite should change so that the X position is between -200 and 200 and the Y position is 190.
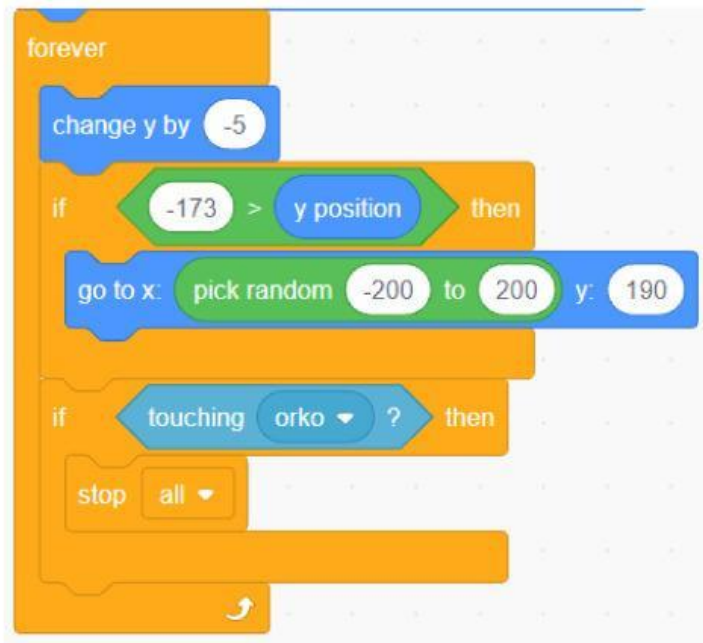❖ The related blocks are arranged as follows.

```
forever
    change y by  -5
    if   -173  >  y position    then
        go to x:  pick random  -200  to  200   y:  190

    if      touching  orko ▼  ?    then
        change  Score ▼  by  1
        go to x:  pick random  -200  to  200   y:  190
    ↻
```

❖ Set the position of
the gems clone created by the gems sprite to X position anywhere between
-200 and 200 and Y position to 190.

❖ The Y position of those clones should be less than 5 out of 5. (The Y
position should decrease lengthwise by -5.)

❖ If the Y position of the gems clone is less than -170, the X position of the
gems clone should be set between -200 and 200 and the Y position should
be set to 190.

❖ When Gems clone sprite orko sprite is touched, the score should change by
1 each. And the gems clone sprite must be deleted.

❖ The related blocks are arranged as follows.

```
when I start as a clone
go to x:  pick random  -200  to  200  y:  190
forever
    change y by  -5
    if      touching  orko ▼  ?    then
        change  Score ▼  by  1
        delete this clone

    if      -173  >  y position    then
        go to x:  pick random  -200  to  200  y:  190
```

❖ Now let's prepare the code for the tynamit.

❖ When you click on the green flag, tynamit clone will be created in two seconds and the X position of the tynamit sprite should be between -200 and 200 and the Y position should be given as 190. For that, prepare the following code.
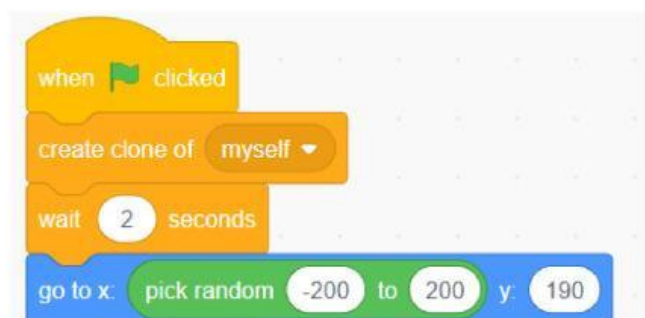
```
when ⚑ clicked
create clone of  myself ▼
wait  2  seconds
go to x:  pick random  -200  to  200  y:  190
```

- ❖ The Y position should be less than 5 by 5 (the Y position should be less than the length by -5.)
- ❖ If the Y position is less than -170 then the X position of the tynamit sprite should be set between -200 and 200 and the Y position should be set to 190.
- ❖ When the tynamit sprite orko sprite is touched, all events in the game should stop.
- ❖ The related blocks are arranged as follows.

```
forever
    change y by (-5)
    if < (-173) > (y position) > then
        go to x: (pick random (-200) to (200)) y: (190)
    if < touching (orko ▾) ? > then
        stop (all ▾)
```

- ❖ Set the position of the tynamit clone created by the tynamit sprite to X position anywhere between -200 and 200 and Y position to 190.

- ❖ The Y position of those clones should be less than 5 out of 5. (The Y position should decrease lengthwise by -5.)

- ❖ If the Y position of tynamit clone is less than -170, the X position of tynamit clone should be between -200 and 200 and the Y position should be adjusted to 190.

- ❖ When the tynamit clone sprite orko sprite is touched, all events in the game should stop.

❖ The related blocks are arranged as follows.