Project 138

DP EDUCATION

Coding School



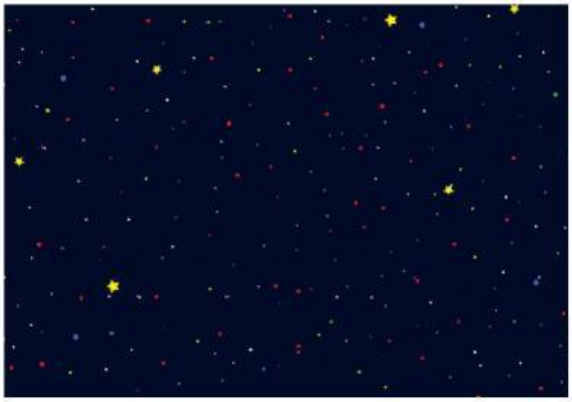


LIVEWORKSHEETS

Downl

- The pictures related to creating this game are included in the link below.
  https://drive.google.com/drive/folders/1NIeYxAg4L0jRM4SCSxSR6WLIHbPYqza3?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





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





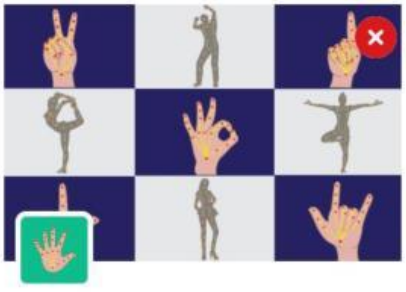
❖ Set the X position, Y position and size of the tynamit sprite as follows.





❖ Let's prepare the code for this game now.

❖ First, add a Human body detection under add extension.



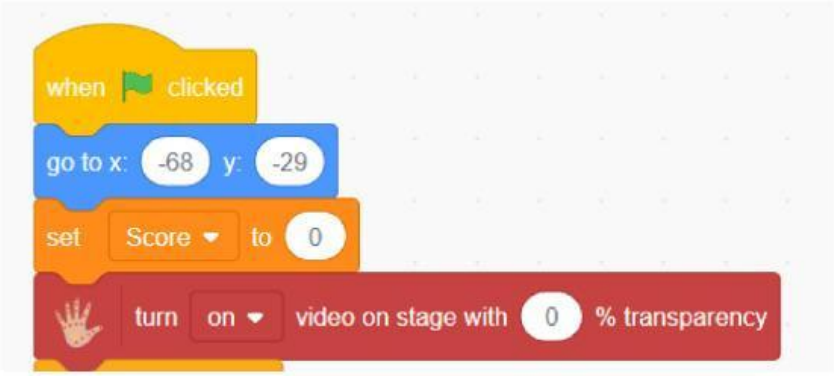
Human Body Detection

Identify human parts from image

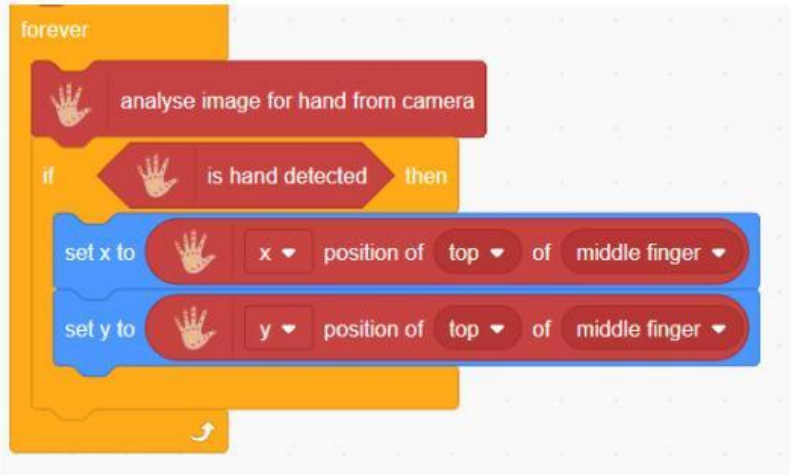
❖ First, let's prepare the code for the orko sprite.

LIVEWORKSHEETS

❖ 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.



❖ 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.



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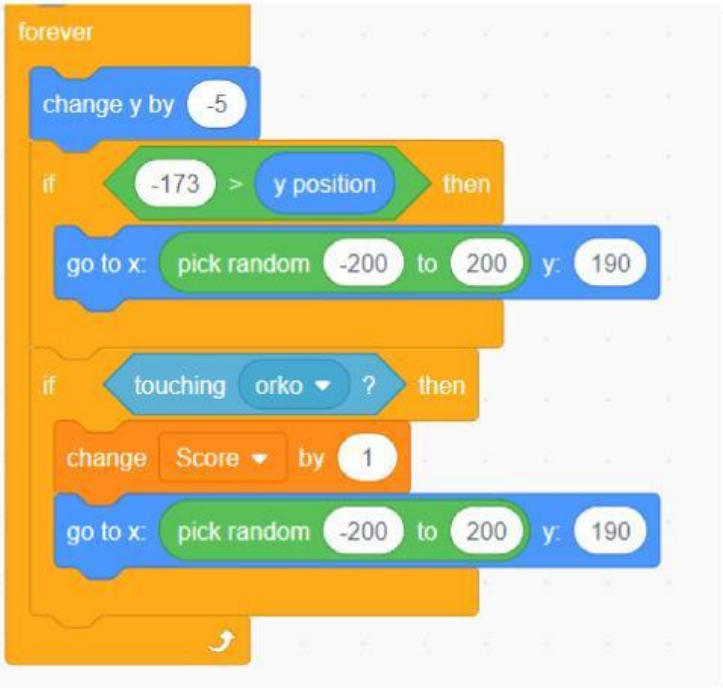
❖ Let's prepare the code for the gems sprite.

❖ 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.

LIVEWORKSHEETS



- 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.

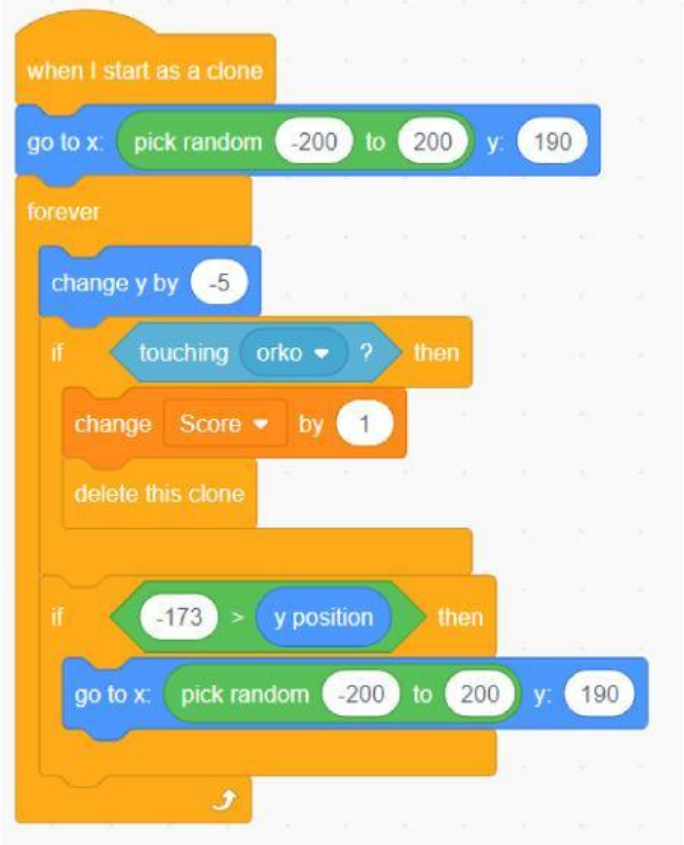
- The Y position of those clones should be less than 5 out of 5. (The Y position should decrease lengthwise by -5.)

- 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.

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❖ 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.



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- 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.



- 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.

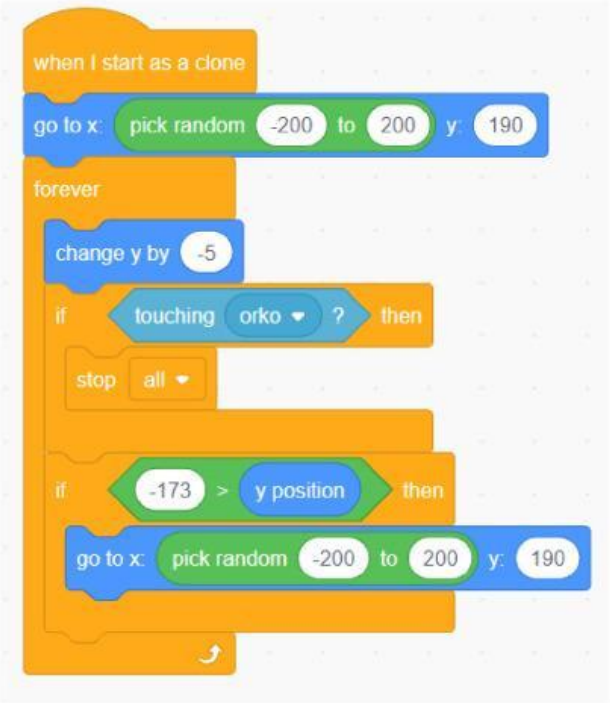
- The Y position of those clones should be less than 5 out of 5. (The Y position should decrease lengthwise by -5.)

- 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.

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❖ The related blocks are arranged as follows.



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