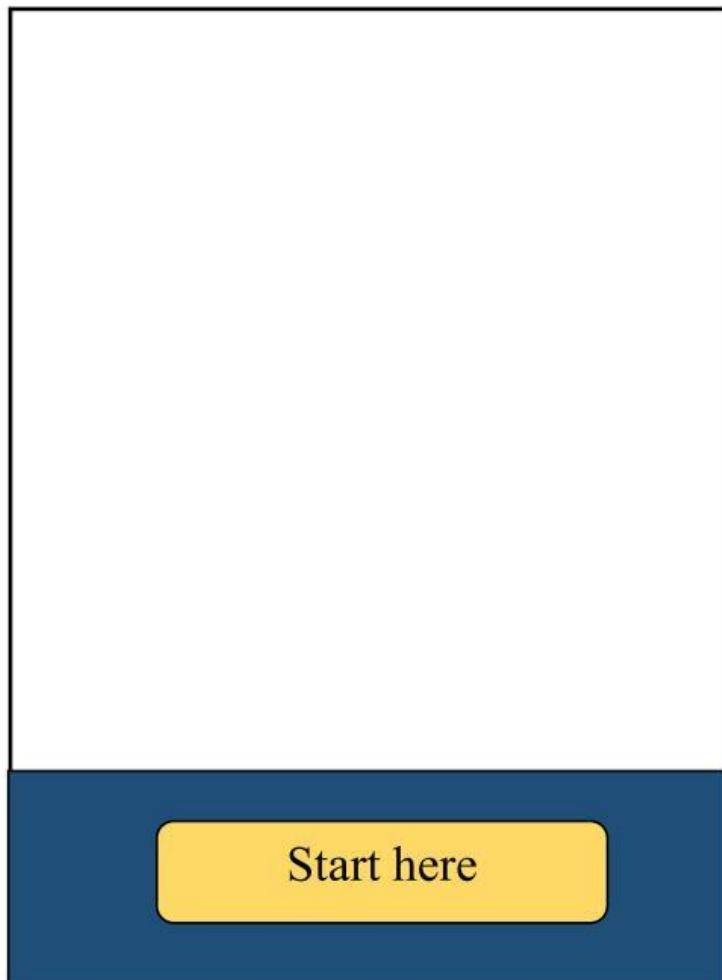


Project 133



Coding School



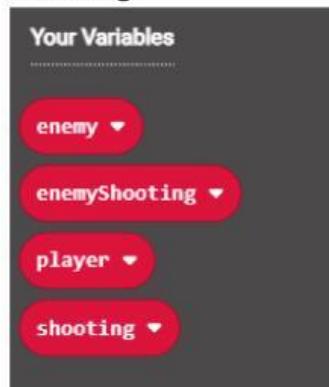
Start here

- ❖ Fight with enemy game created using Microbit.

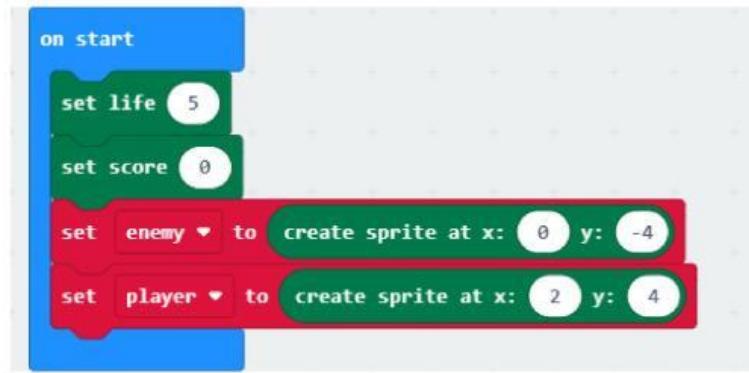
- ❖ Let's create variables first.



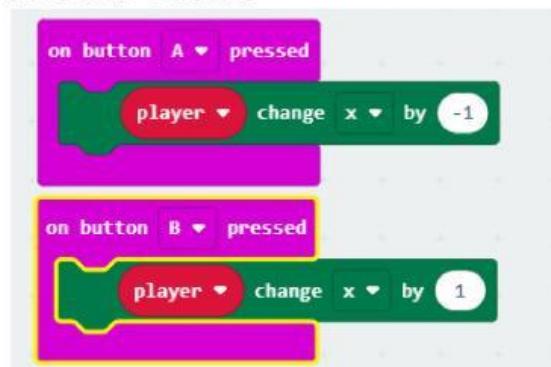
- ❖ Create the enemy variable for Enemy and the enemyShooting variable for its shooting.
- ❖ Create the player variable for the player and the shooting variable for its shooting.



- ❖ For the amount of Life you have, add a set Life block to the on start block and set its value to 5.
- ❖ Also add a set score block for your score and set its value to 0.
- ❖ Also add the set enemy block to the Enemy design, and use the create sprite at x: y: block to place the values as follows.
- ❖ Add the set player block to the player creation and use the create sprite at x: y: block to place the values as follows.



- ❖ To move the player in the x axis, on button A pressed block and on button B pressed block to increase and decrease the value of x, apply blocks as follows.



- ❖ Let's use the on button A+B pressed block for the player's shooting.
- ❖ To create the player's shooting, add the set shooting block as follows and use the create sprite at x: y: block. Give x position and y position of player to show shooting from player sprite.

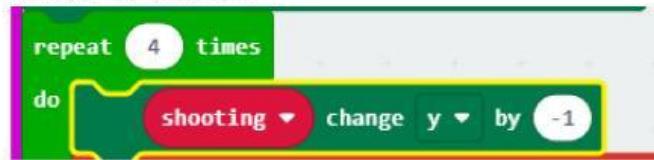


- ❖ Give shooting brightness as 110.



- ❖ Let's use a repeat 4 times do block for the following events in player shooting.

- ❖ Because the shooting should move forward 4 times in the y axis, use blocks as follows.



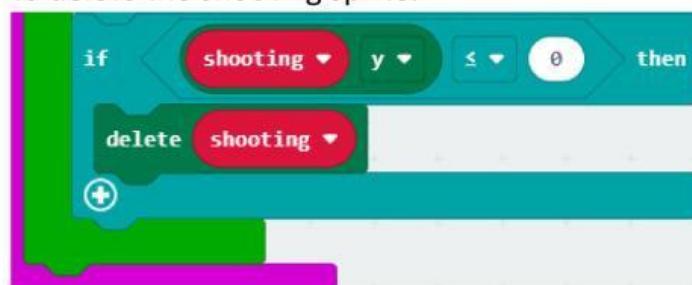
- ❖ Then apply blocks as below to play a music and pause for 300ms. Give the Beat value of Tone 1/8.



- ❖ Also, when the shooting is touched by the enemy, apply blocks as follows to increase the score and then play a music.



- ❖ Also, when the y value of Shooting is 0 or less, use the following blocks to delete the shooting sprite.



- ❖ Forever block was used for events related to Enemy.

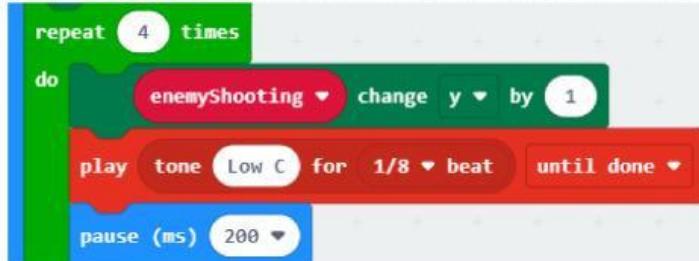
- ❖ Apply blocks as follows to move the Enemy to both sides, pause for 100ms and move to the other side when it collides with the edge.



- ❖ Also, to create the Enemy's shooting, add the block as below, and give the x position and y position of the enemy to show the shooting from the enemy sprite. Also give the brightness of Enemy shooting as 110.

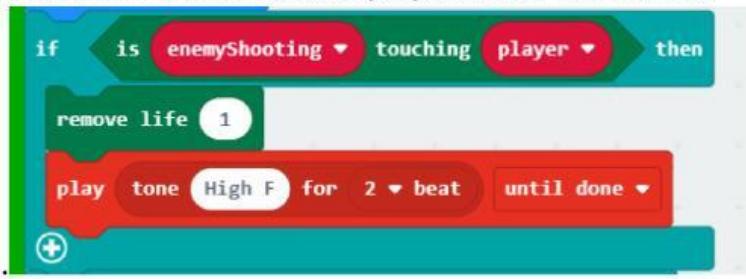


- ❖ Also, for events related to Player shooting and Enemy shooting, use the following blocks to change the y value in a repeat 4 times block, then play a music and pause for 200ms. Give the Beat value of Tone 1/8.



Also, when the Enemy Shooting is touched by the player, use the following blocks to decrease a life and then play a music. Give a Beat

value of 2 in Tone.



- ❖ Also, when the y value of the enemy shooting is 4 or more, use the following blocks to delete the enemy shooting sprite.

