

Project 138

138



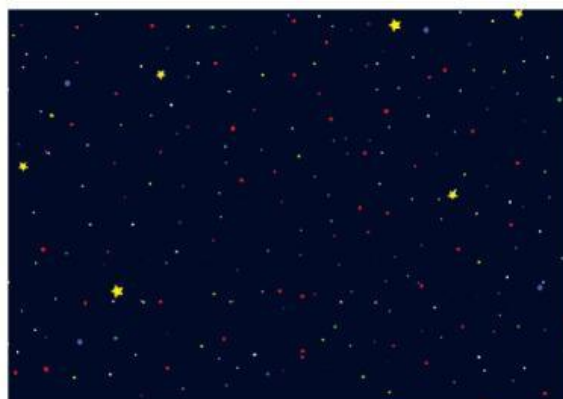
Coding School



- ❖ The pictures related to creating this game are included in the link below.

https://drive.google.com/drive/folders/1NleYxAg4L0jRM4SCSxSR6WLIHbPYqza3?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

Sprite ↔ x ↑↓ y

Show ☒ ☐ Size Direction



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

Sprite ↔ x ↕ y

Show ☒ ☐ Size Direction



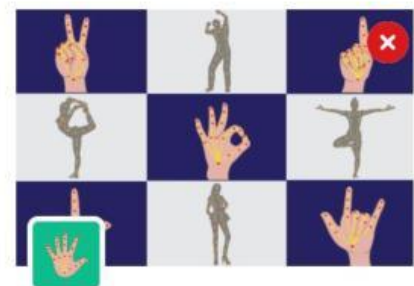
- ❖ Set the X position, Y position and size of the tynamit sprite as follows.

Sprite ↔ x ↕ y

Show ☒ ☐ Size Direction



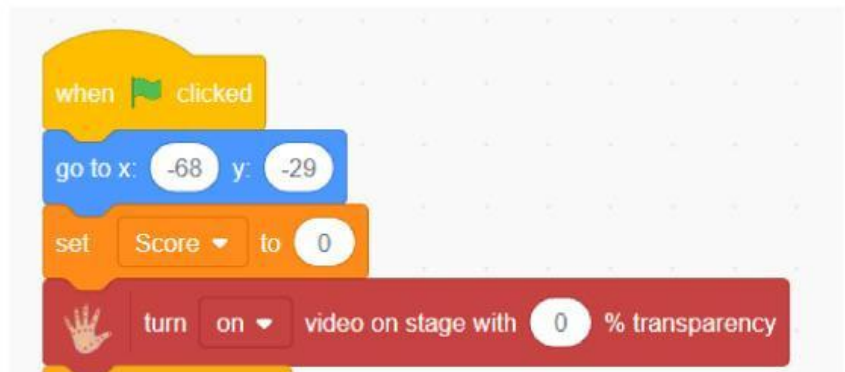
- ❖ Let's prepare the code for this game now.
- ❖ First, add a Human body detection under add extension.



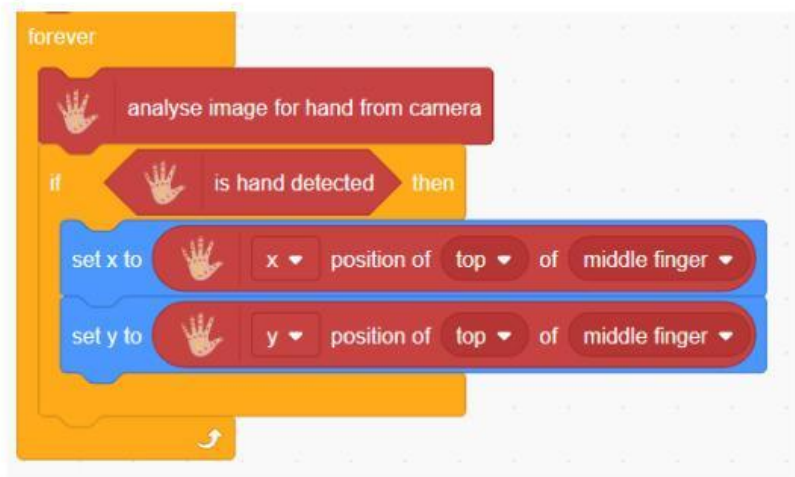
Human Body Detection
Identify human parts from image

- ❖ 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.



- ❖ 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.

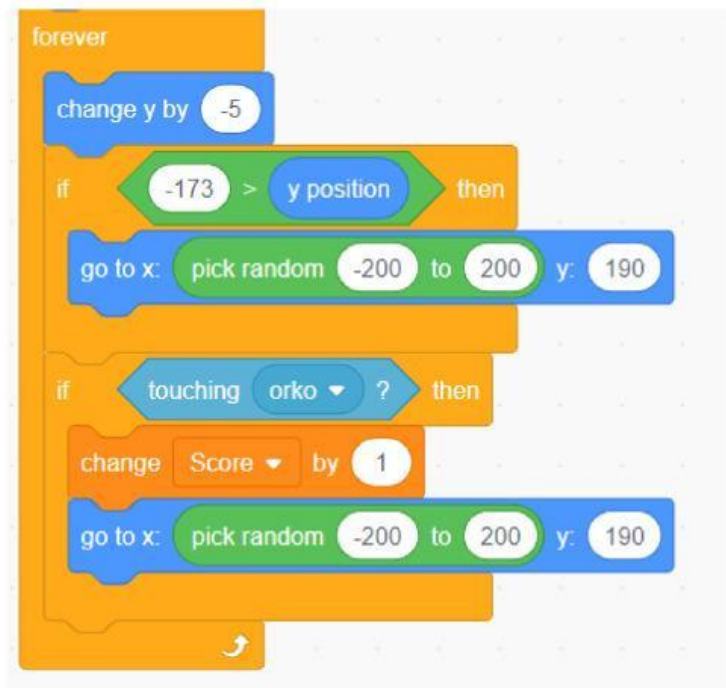


❖ Let's prepare the code for the gems sprite.

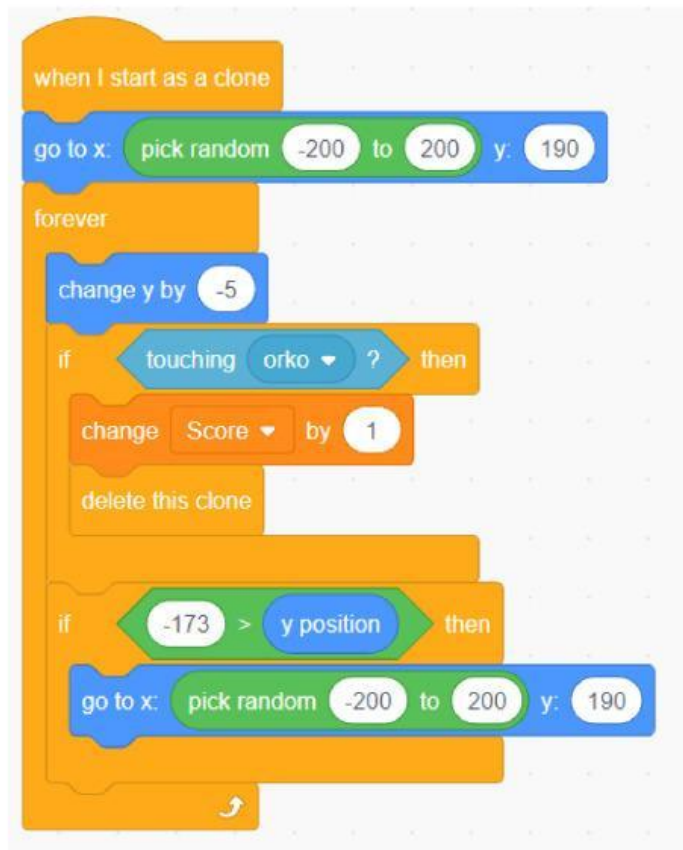
❖ When you click on the green flag, in two seconds more gems clone will be created and the X position of the gems sprite should be between -200 and 200 and the Y position should be given as 190 for that, prepare the code as follows.



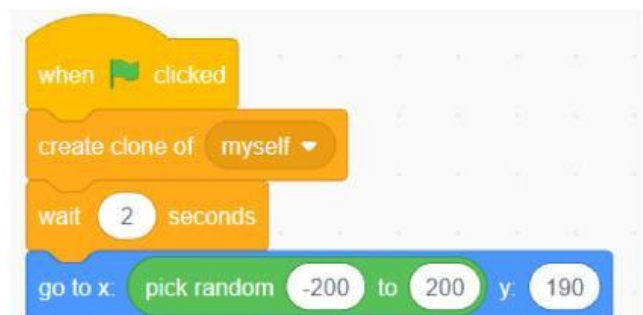
- ❖ The Y position should be less than 5 by 5 (the Y position should be less than the length by -5.)
- ❖ If the Y position is less than -170, the X position of the gems sprite should be set between -200 and 200 and the Y position should be set at 190.
- ❖ The score should change by 1 when the Gems sprite 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.



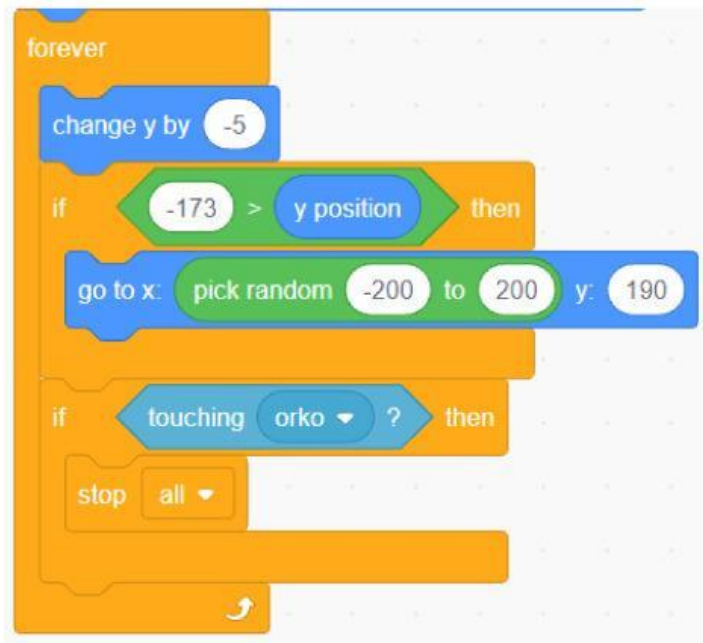
- ❖ Set the position of the gems clone created by the gems sprite to X position anywhere between -200 and 200 and Y position to 190.
- ❖ The Y position of those clones should be less than 5 out of 5. (The Y position should decrease lengthwise by -5.)
- ❖ If the Y position of the gems clone is less than -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.



- ❖ 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.



- ❖ 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.

❖ The related blocks are arranged as follows.

