Project 150

DP EDUCATION

Coding School

LIVEWORKSHEETS

- Add the relevant frames using the link below..
  https://drive.google.com/drive/folders/177FUnqK9U7CuIcS1ckH86B7uI9KkHuUy?usp=drive_link

- Create a gray background using print under Backdrop.

- Prepare a backdrop that says level complete on a black background using costume print for the backdrop.

- Add the dinosaurs sprite using Upload a sprite. Set its X, Y position and size as below.

- Add the tree sprite using Upload a sprite. Set its X, Y position and size as below.

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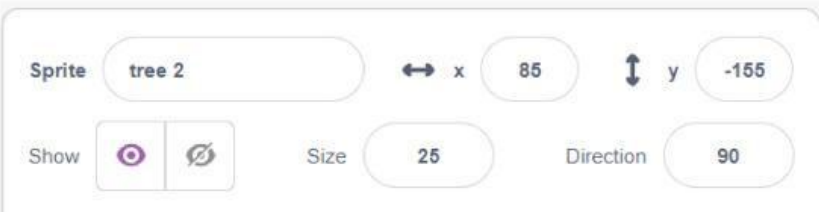
- Add the tree1 sprite using Upload a sprite. Set its X, Y position and size as below.



- Add the Sky sprite using Upload a sprite. Set its X, Y position and size as below.

- Add the bird sprite using Upload a sprite. Set its X, Y position and size as below.

- Create a sprite as Game Over using print as below. Set its X, Y position and size as below.

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- Let's prepare the code for this app now.

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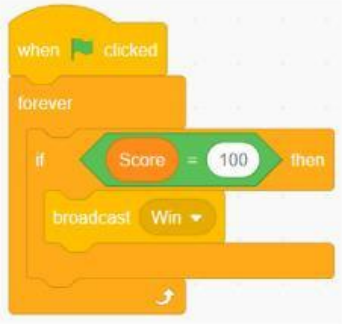
Prepare the code for the sprite as follows.

- When you click on the green flag, set the code so that the X position becomes (-215) and the Y position becomes (-122). Set a variable as Score. Give its initial value as 0. The score should increase by 1 every second continuously.

- If the score is equal to 100, a message should be broadcast as win.



- When you click on the space key, the Y position should increase by 85 and the jump sound should be played. After 0.6 seconds the Y position should decrease by 85.

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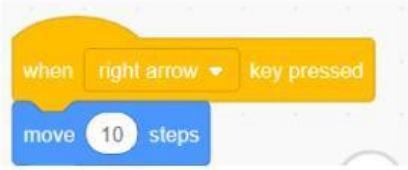
- When you click on the right arrow key, you have to move 10 steps.



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Prepare the code for the sprite as follows.

- When you click on the green flag, adjust the code so that the X position is (-170) and the Y position is (-155). Continue to decrease the X position by 10. When this sprite touches the dinosaurs sprite, a message as Game Over is displayed. should be broadcast and all events should stop. If the X position is less than (-230), adjust the code to make X position (235) and Y position (-150).

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Prepare the code for the sprite as follows

When you click on the green flag, adjust the code so that the X position is (234) and the Y position is (58). Continue to decrease the X position by 5. When this sprite touches the dinosaurs sprite, a message is broadcast as

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Game Over. should If the X position is less than (-230), adjust the code to make X position (235) and Y position (58).

- Prepare the code for the sprite as follows.

- When you click on the green flag, adjust the code so that the X position is (115) and the Y position is (-155). Continue to decrease the X position by 10. When this sprite touches the dinosaurs sprite, a message will be broadcast as Game Over. Must be and all events must stop. If the X position is less than (-230), adjust the code to make X position (245) and Y position (-155)..

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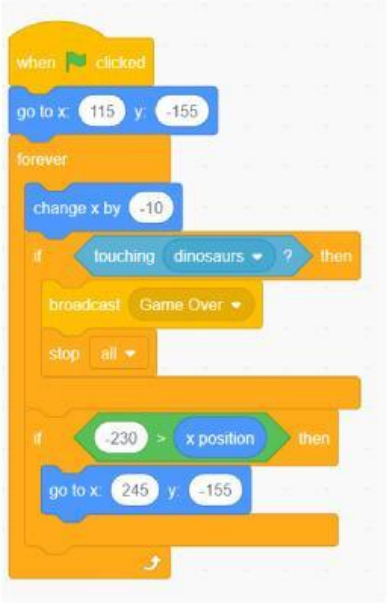

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Prepare the code for the sprite as follows.

❖ When you click on the green flag, adjust the code so that X position is (-29) and Y position is (134). Continue to decrease the X position by 10. If the X position is less than (-230), adjust the code to make X position (245) and Y position (134).

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❖ Prepare the code for the sprite as follows.

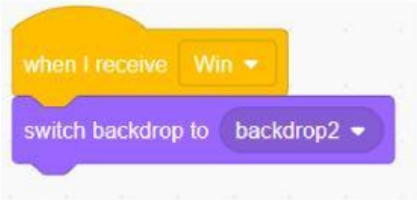
❖ When you click on the green flag, this sprite should be hide.

❖ This sprite should be shown when a message is received as Game Over.

❖ Prepare the code for the backdrop as follows.

❖ When you click on the green flag, there should be backdrop1.

❖ When you receive a message as Win, there should be backdrop2.



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