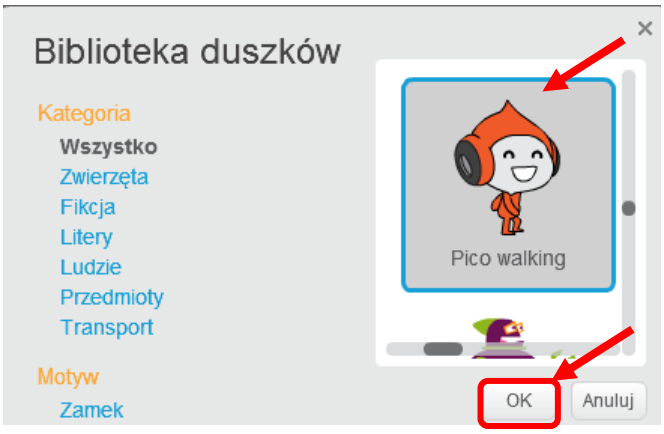
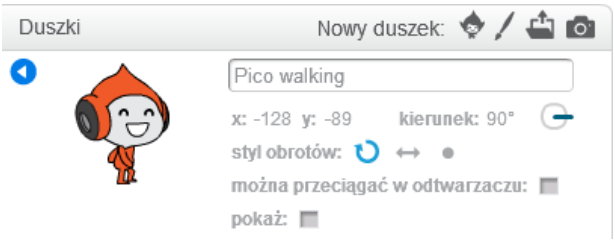
Programowanie gier w Scratchu – cz.3

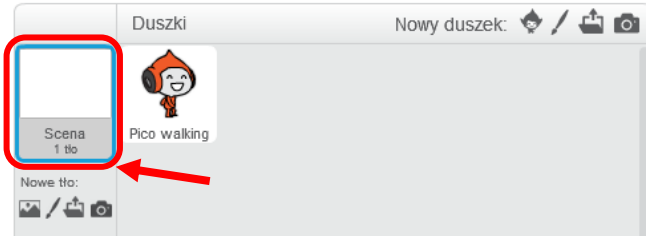
1. Gra platformowa

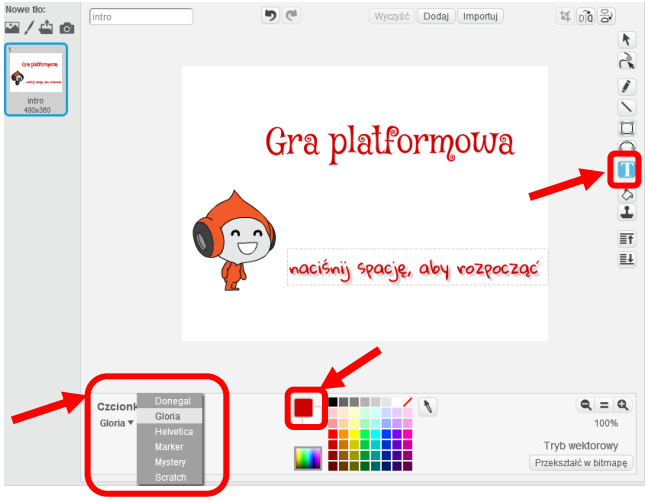
1.1. Wstawienie duszka posiadającego kilka kostiumów



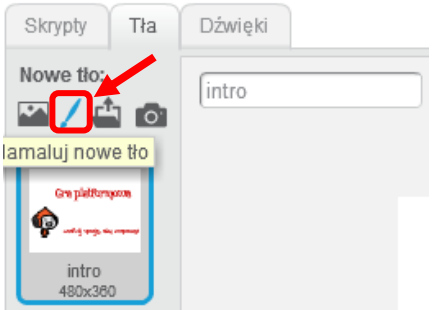


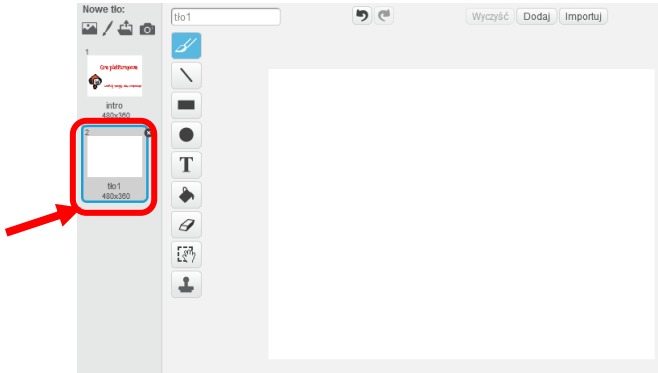
1.2. Przygotowanie planszy rozpoczynającej grę (intro)



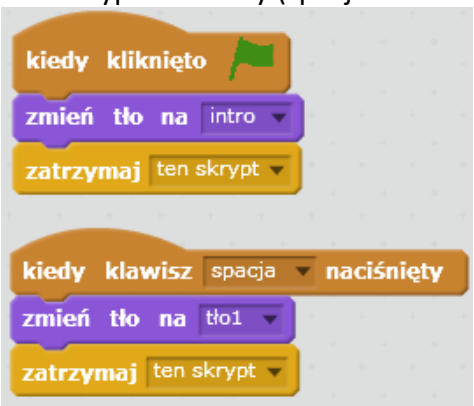


1.3. Wstawienie kolejnej planszy



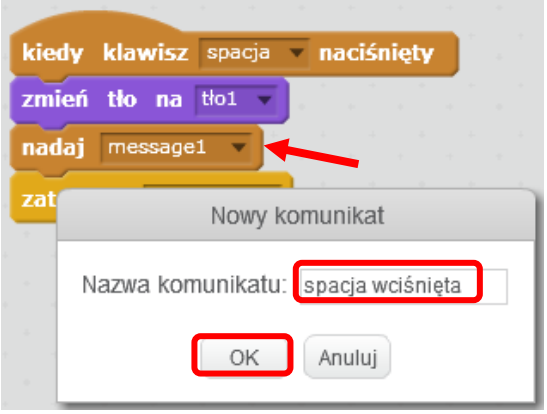


1.4. Skrypt dla sceny (spacja zmienia planszę)



1.5. Odsłonięcie duszka po wciśnięciu spacji

skrypt dla sceny



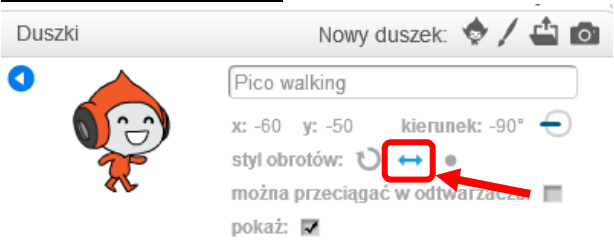
skrypt dla duszka

1.6. Poruszanie duszkiem w prawo i w lewo

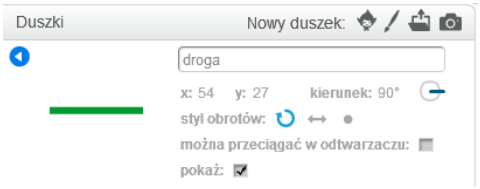
strzałka w prawo ze zmianą kostiumu

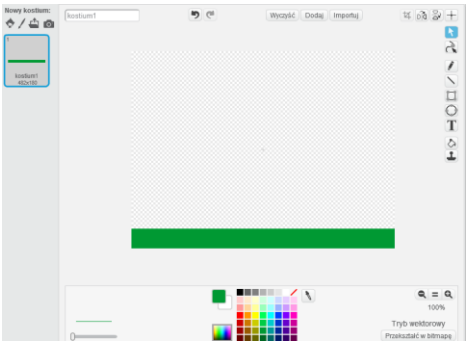
strzałka w lewo ze zmianą kostiumu

zmiana stylu obrotów

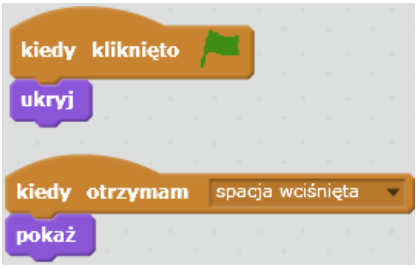


1.7. Tworzenie drogi – nowy duszek





skrypt dla duszka „droga”

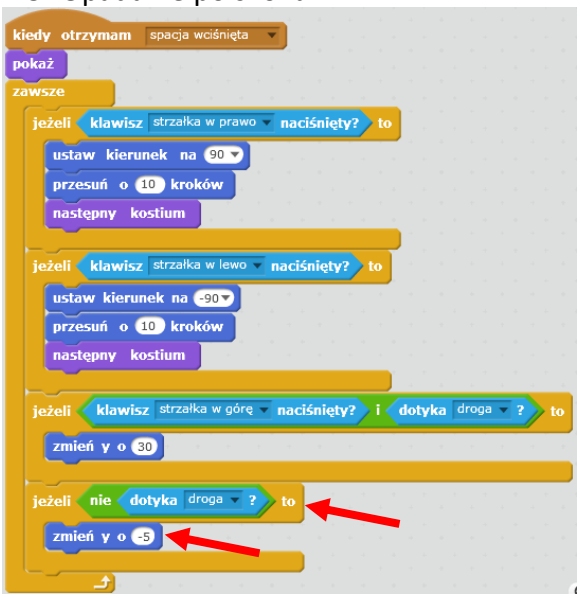


korekta położenia startowego duszka „Pico walking” uwzględniającego położenie duszka „droga”

1.8. Skok bohatera

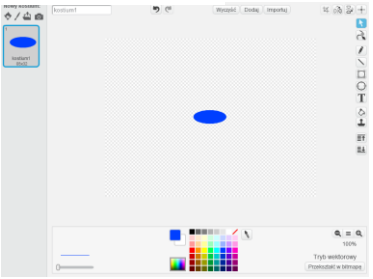
skok tylko pod warunkiem stykania się z podłożem

1.9. Opadanie po skoku



1.10. Rysowanie kałuży i wstawienie jabłka (wygrana, gdy dotknięte jabłko i przeskoczona kałuża)

kałuża

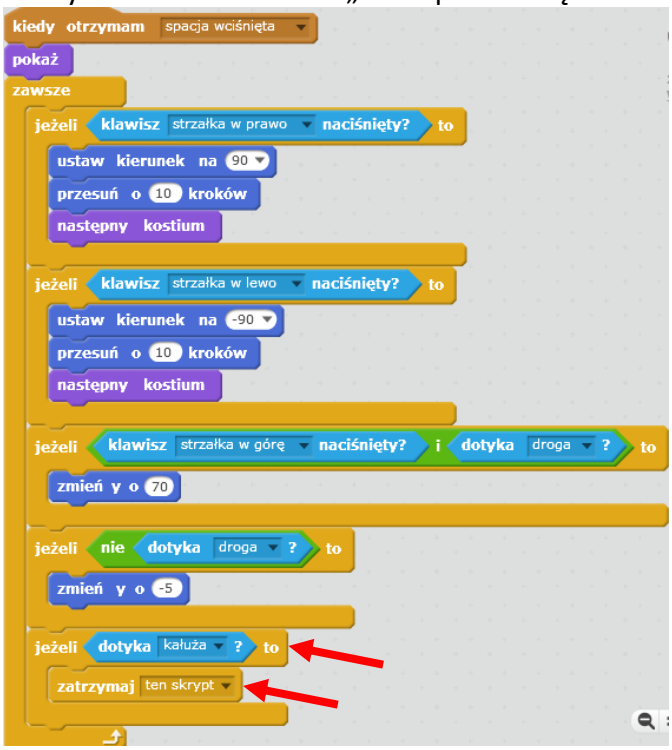


scena

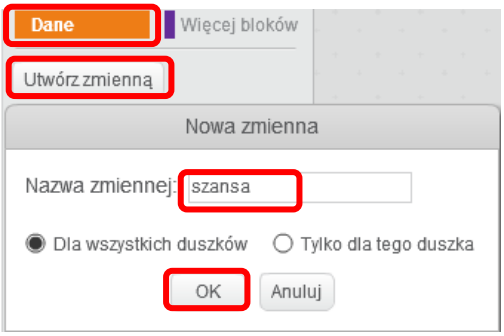
skrypt dla kałuży

skrypt dla jabłka

zatrzymanie ruchu duszka „Pico” po zetknięciu z kałużą



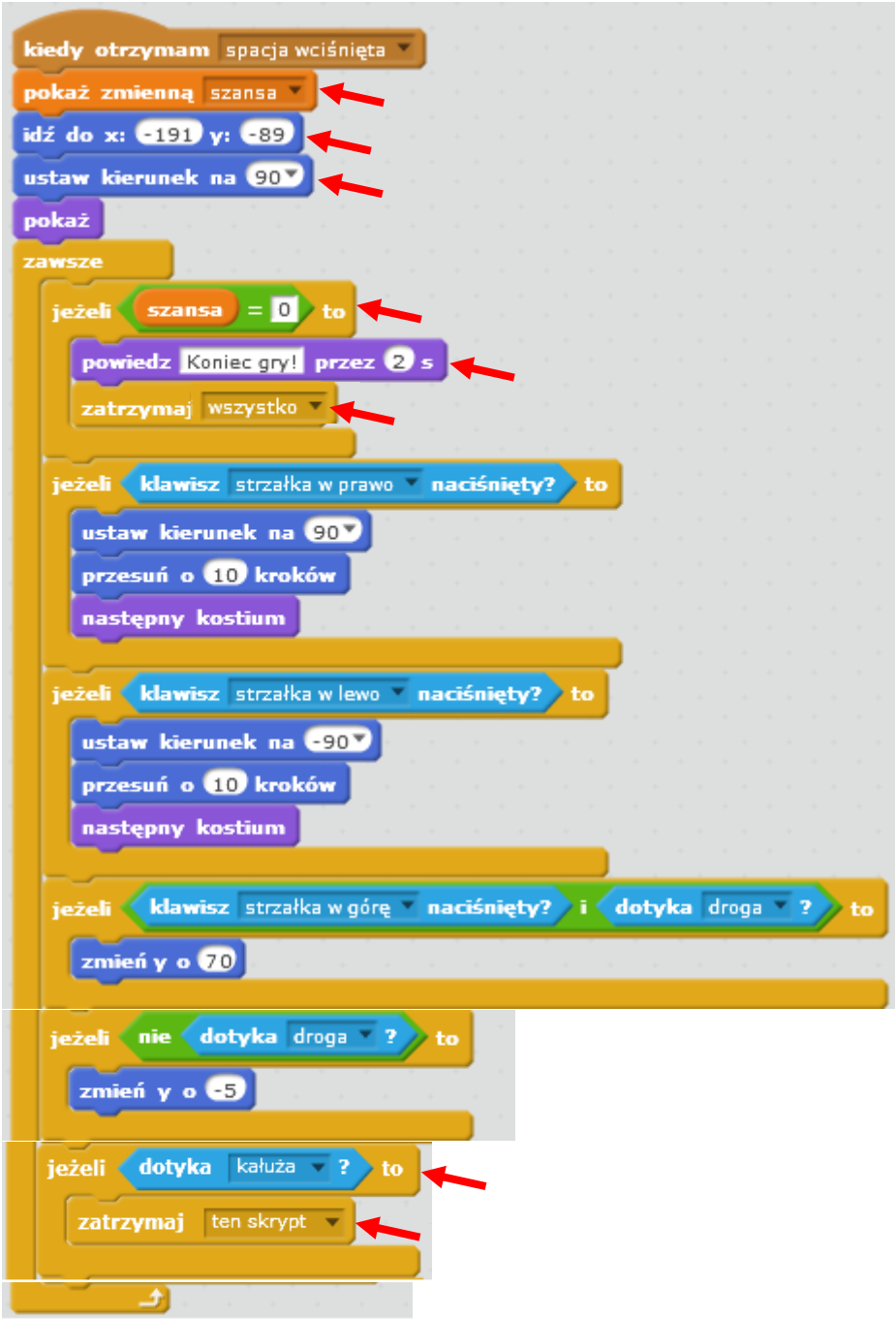
1.11. Ograniczenie liczby szans



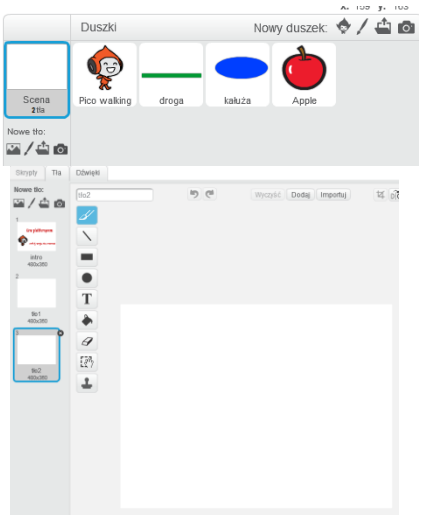
skrypt dla duszka „Pico”

skrypt dla kałuży

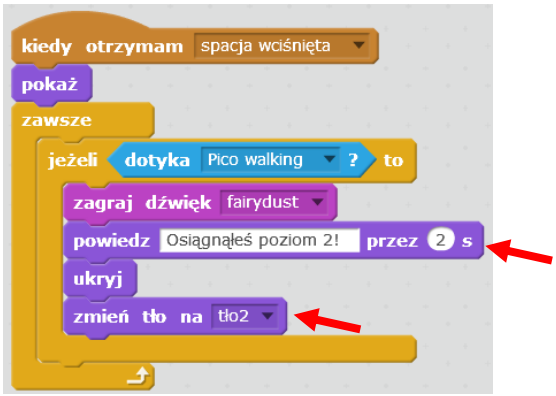
skrypt dla duszka „Pico” cd.

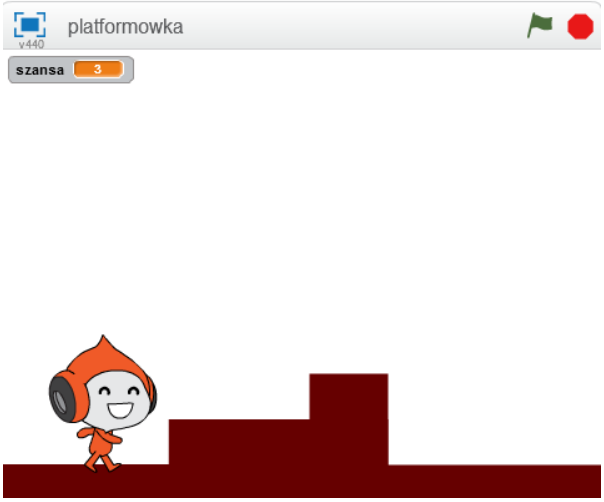


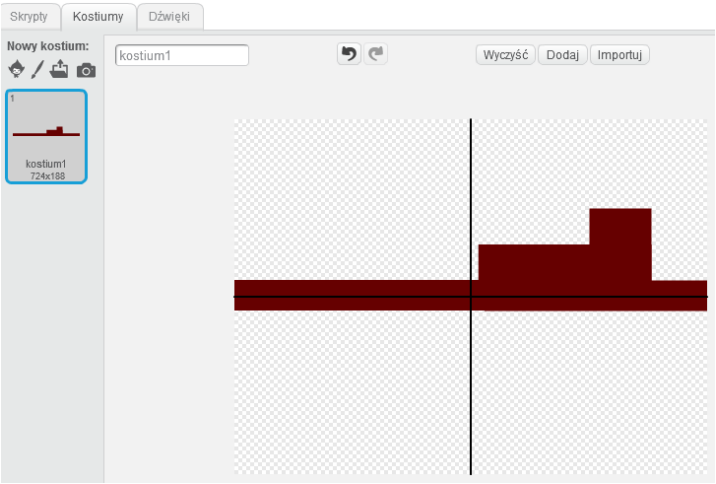
1.12. Tworzenie nowego tła dla sceny („tło2”) – ciąg dalszy gry po przeskoczeniu przez kałużę i dotknięciu jabłka



uzupełnienie skryptu dla jabłka







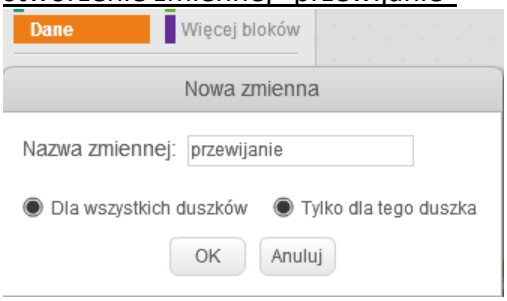
1.13. Skrypt dla duszka „droga2”

1.14. Ustawienie duszka „Pico” w pozycji wyjściowej

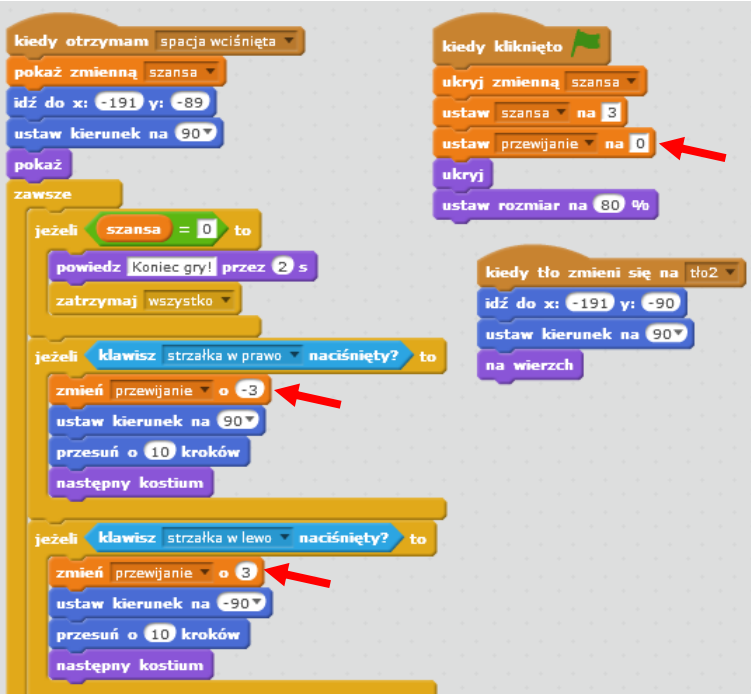
dodatkowy skrypt dla duszka „Pico”

1.15. Efekt przewijania duszka „droga2”

stworzenie zmiennej ”przewijanie”

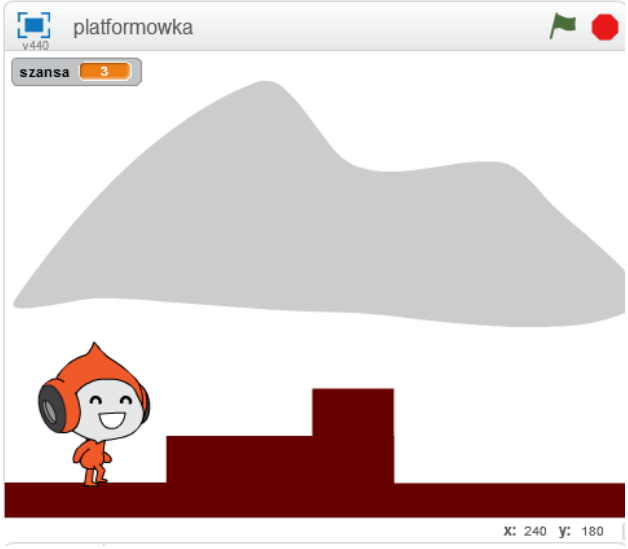


uzupełnienie skryptów dla duszka „Pico”



skrypty dla duszka „droga2”

1.16. Dodanie duszka „góry” i efekt wolniejszego przewijania



skrypty dla duszka „góry”

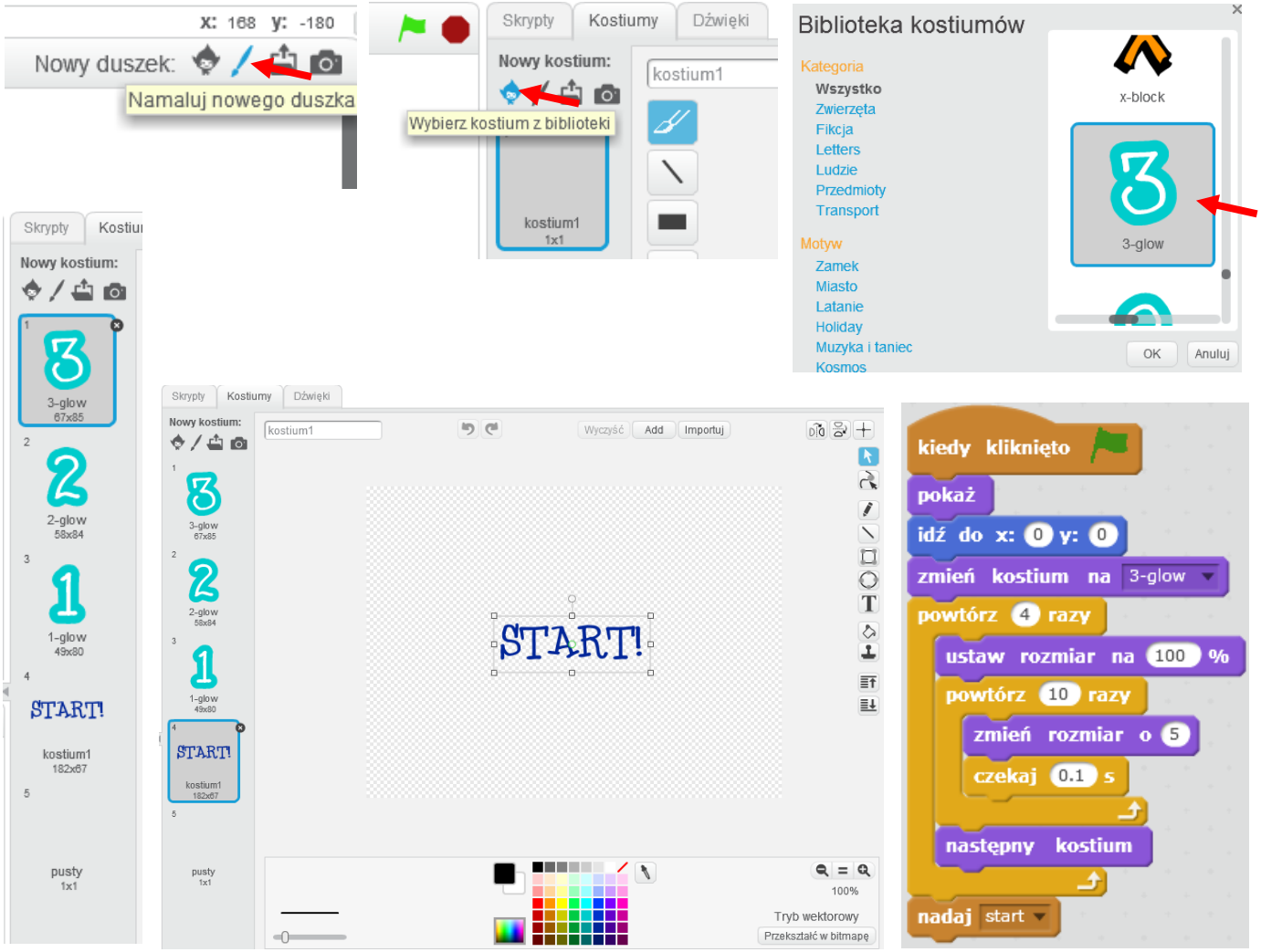
1.17. Uzyskanie efektu powiększania duszka „Pico” po zjedzeniu ciasteczka

skrypty dla duszka „Muffin”

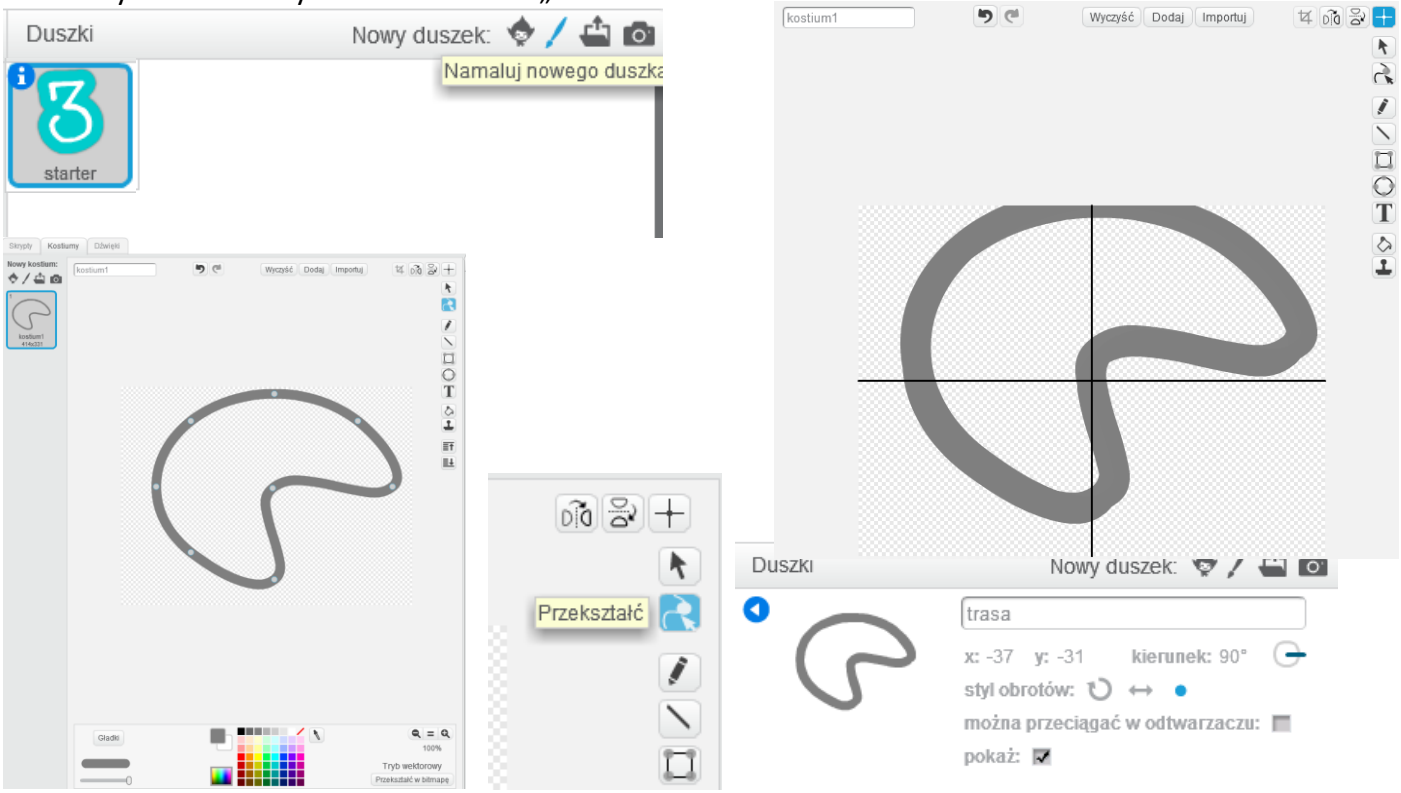
dodatkowy skrypt dla duszka „Pico”

2. **Wyścigi samochodowe** (przykład opracowany w oparciu o materiały stworzone przez Fundację Coder Dojo Polska w ramach Programu „Mistrzowie Kodowania” finansowanego przez Samsung Electronics Polska, objęte licencją CC BY 3.0 PL "Creative Commons Uznanie Autorstwa 3.0 Polska".)

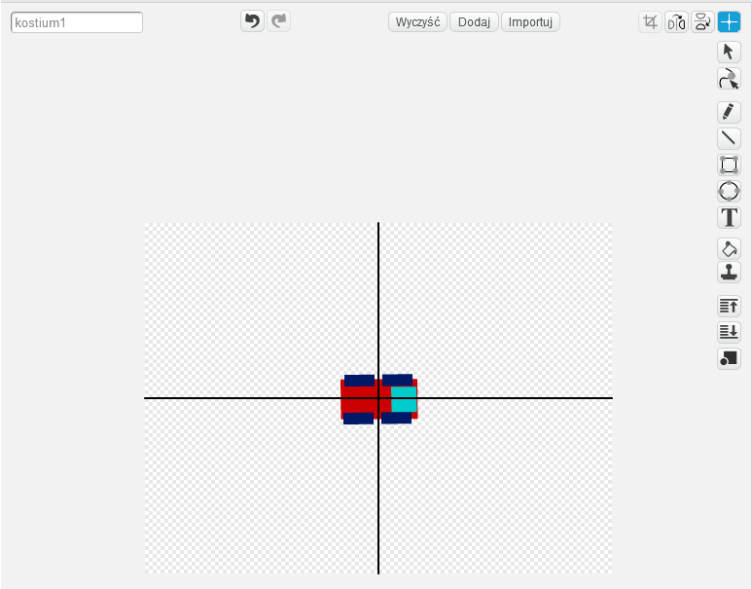
2.1. Odliczanie przed startem



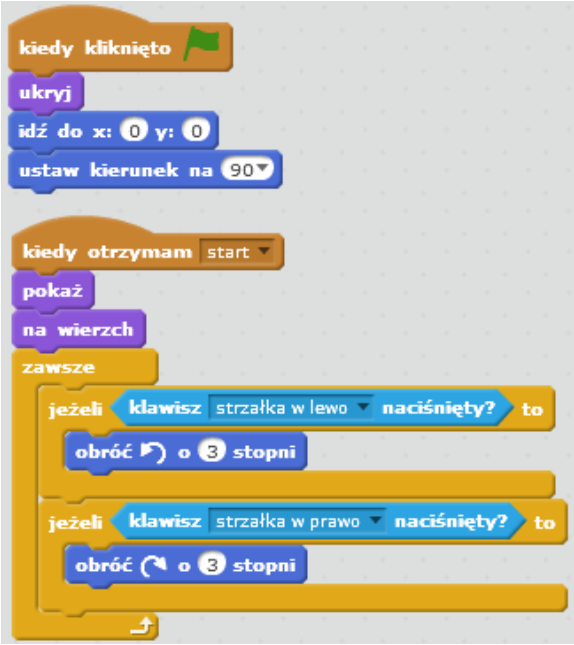
2.2. Rysowanie trasy i dodanie duszka „samochód”

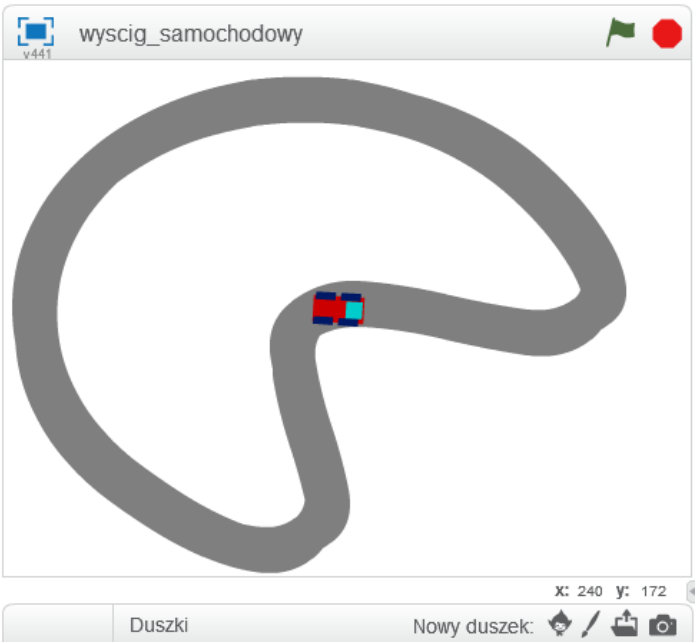


2.3. Samochód



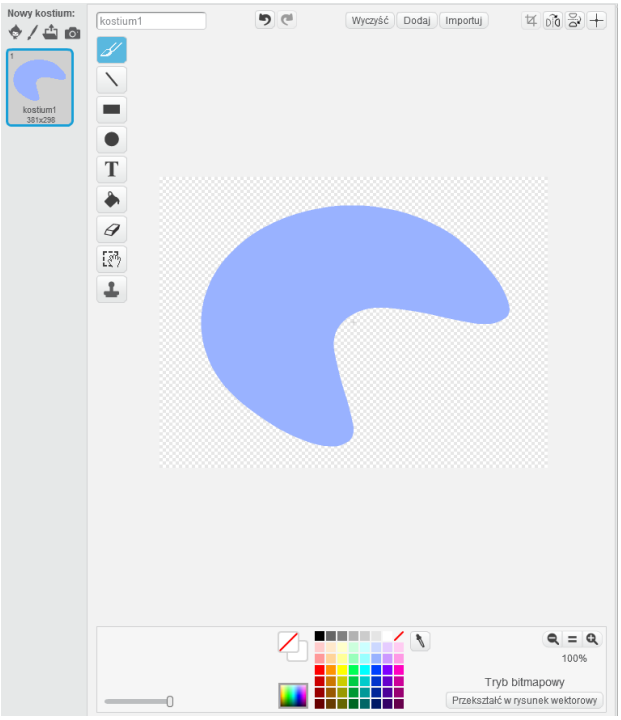
skrypt duszka „autko”

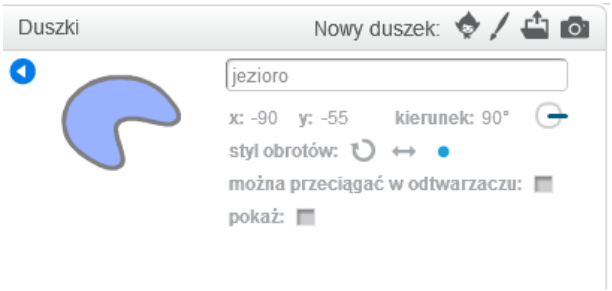




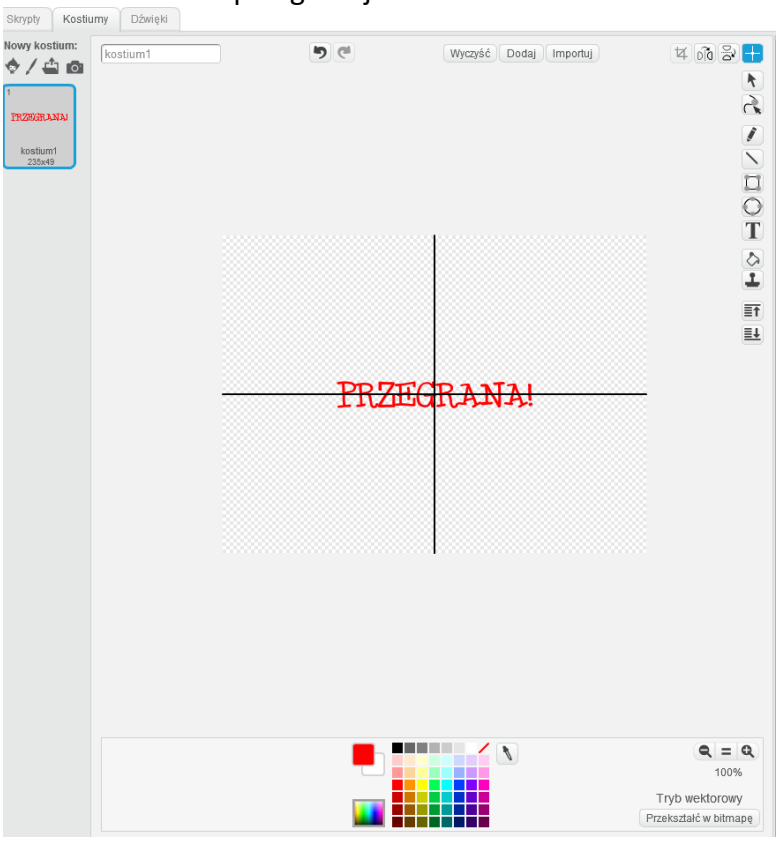
skrypt duszka „trasa”

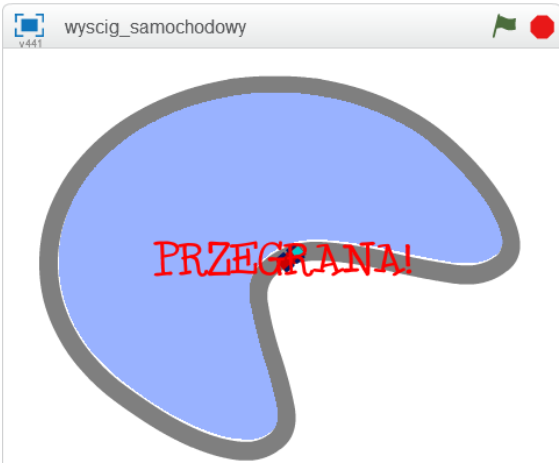
2.4. Jeziorko pośrodku (kopia duszka „trasa”, wypełnienie środka kolorem i usunięcie obrysu w trybie bitmapowym)

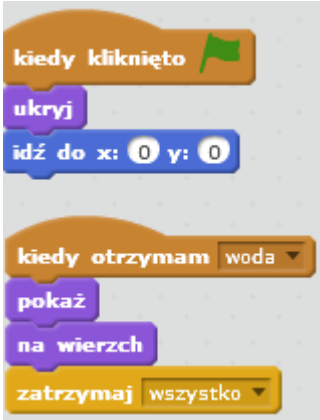




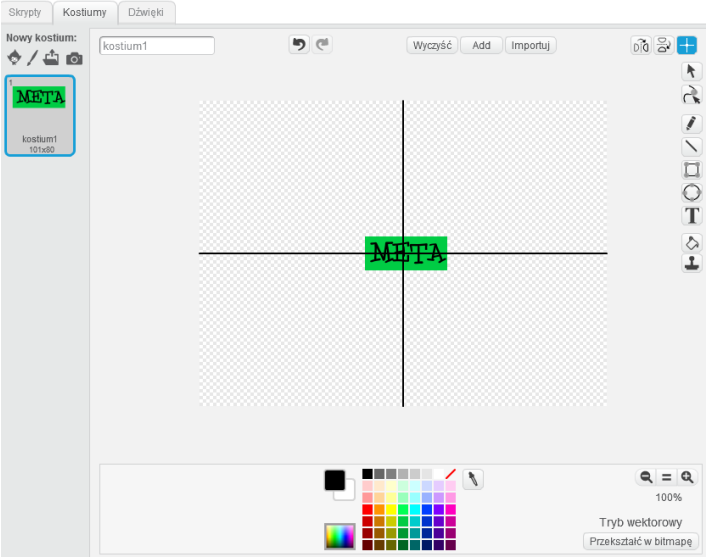
2.5. Komunikat o przegranej

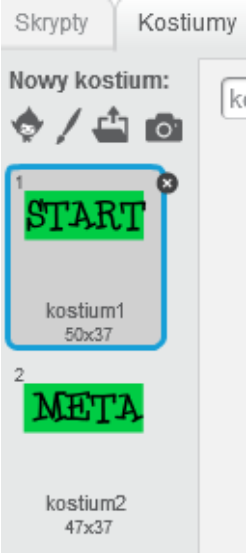


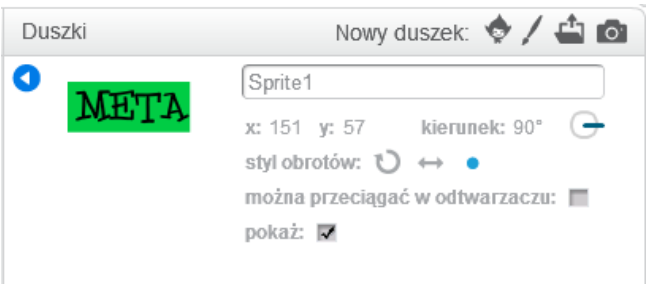




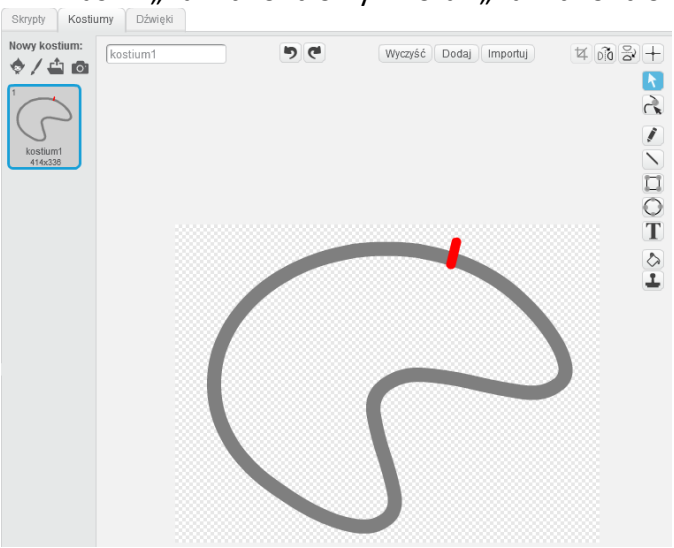
2.6. Duszek „START/META”

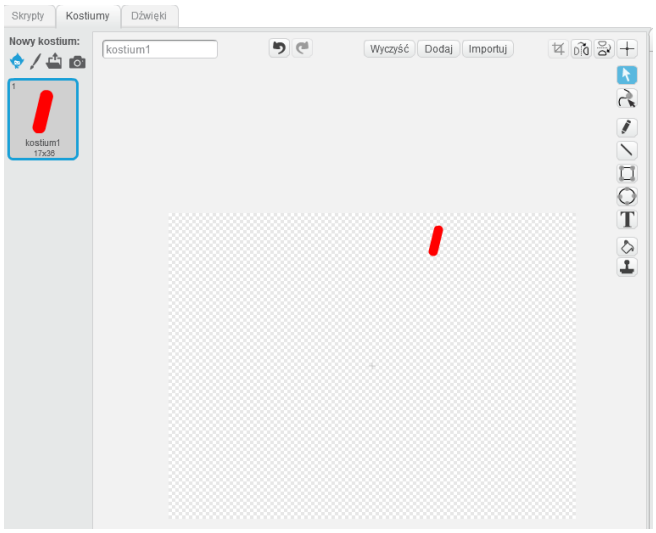


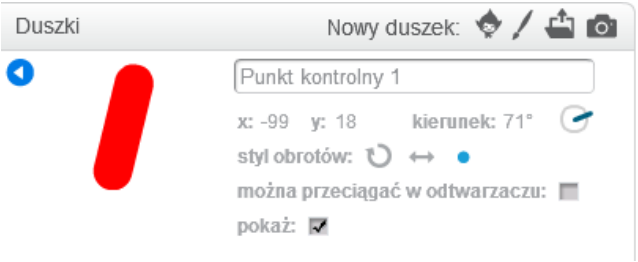


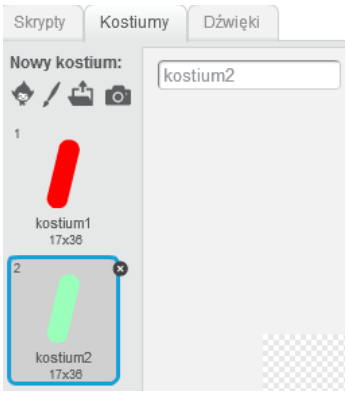


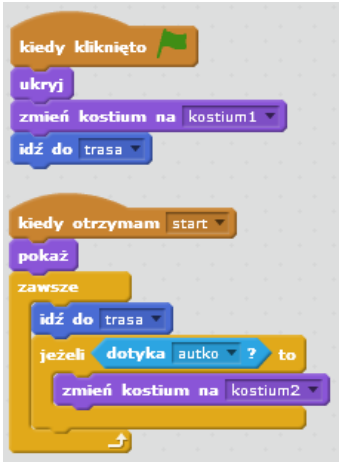
2.7. Duszki „Punkt kontrolny 1” oraz „Punkt kontrolny 2”

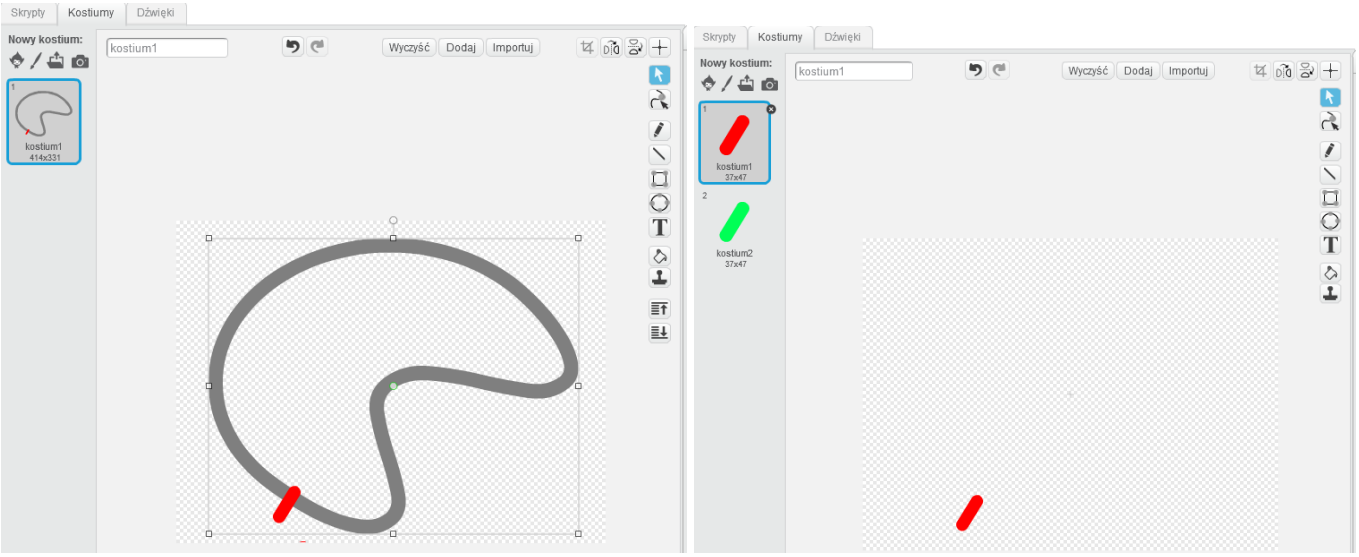




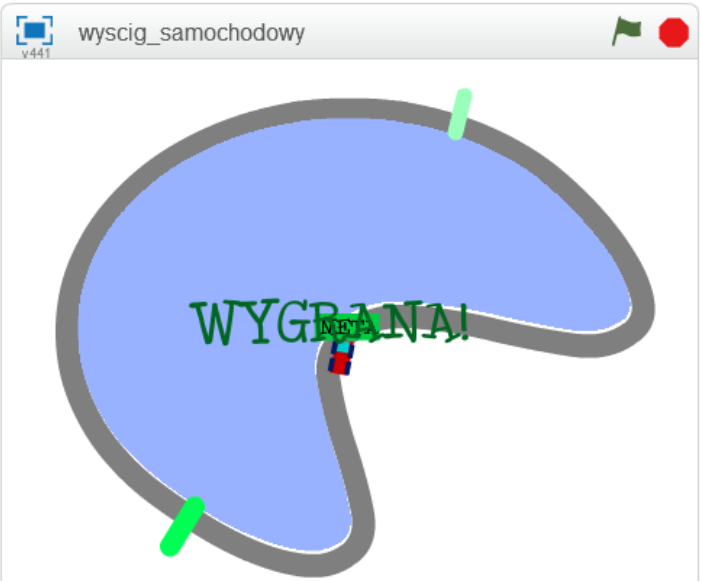


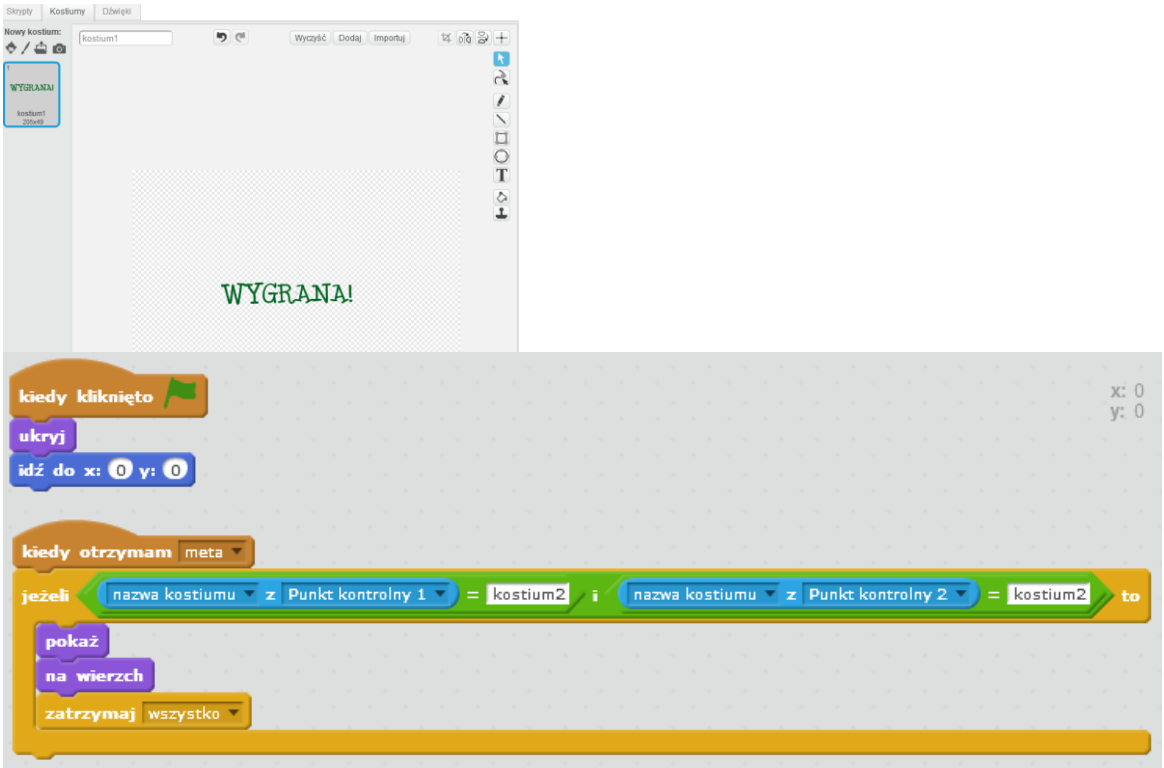




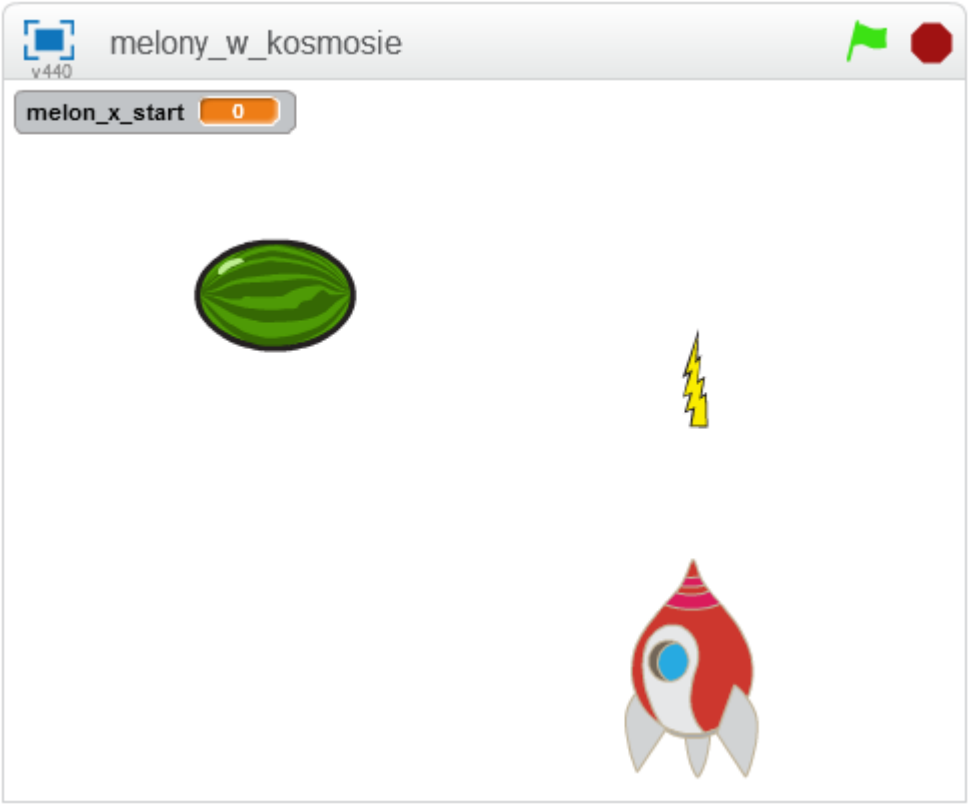


2.8. Duszek „Wygrana”
uzupełnienie skryptu duszka „Start/Meta”

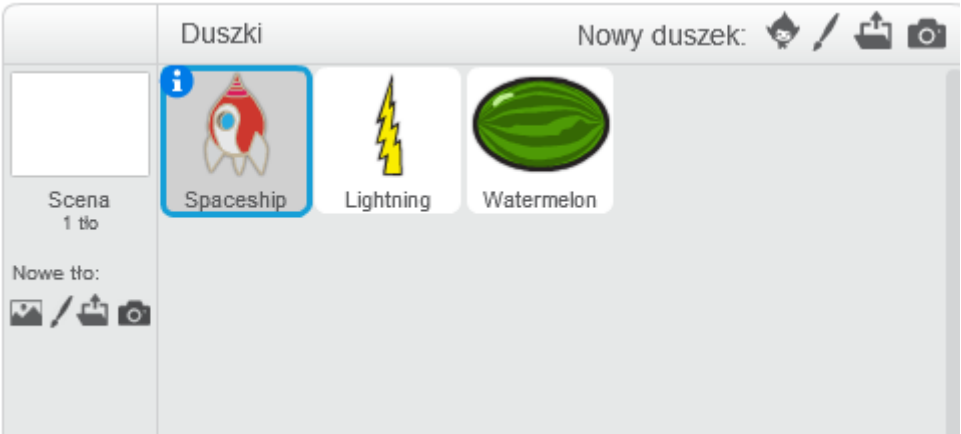




3. „Melony w kosmosie”

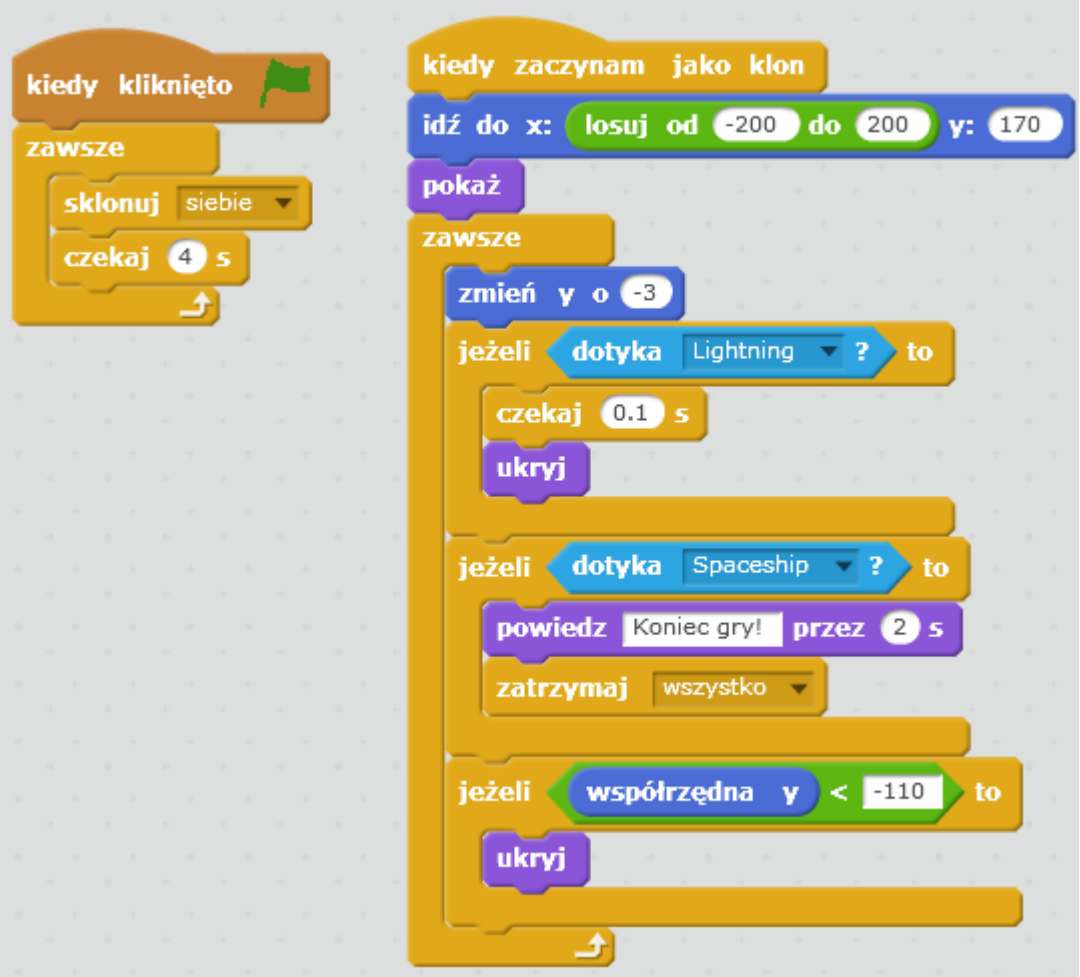


Duszki:



Skrypt dla duszka „Spaceship”:

Skrypty dla duszka „Watermelon”



Skrypt dla duszka „Lightning”