



# CHALLENGE 1

ADVENTURE TIME



# **CHALLENGE 1** ADVENTURE TIME

## **THE TASK**

**YOUR TASK IS TO CREATE AN  
ADVENTURE GAME USING MAKECODE  
ARACDE**



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# THE MUST HAVES

IN ORDER TO ACHIEVE FULL MARKS IN "THEME"  
YOUR PROJECT MUST HAVE THE FOLLOWING:

- POINT SCORING
- A WAY FOR THE GAME TO "END"
- A MINIMUM OF 1 SPRITE



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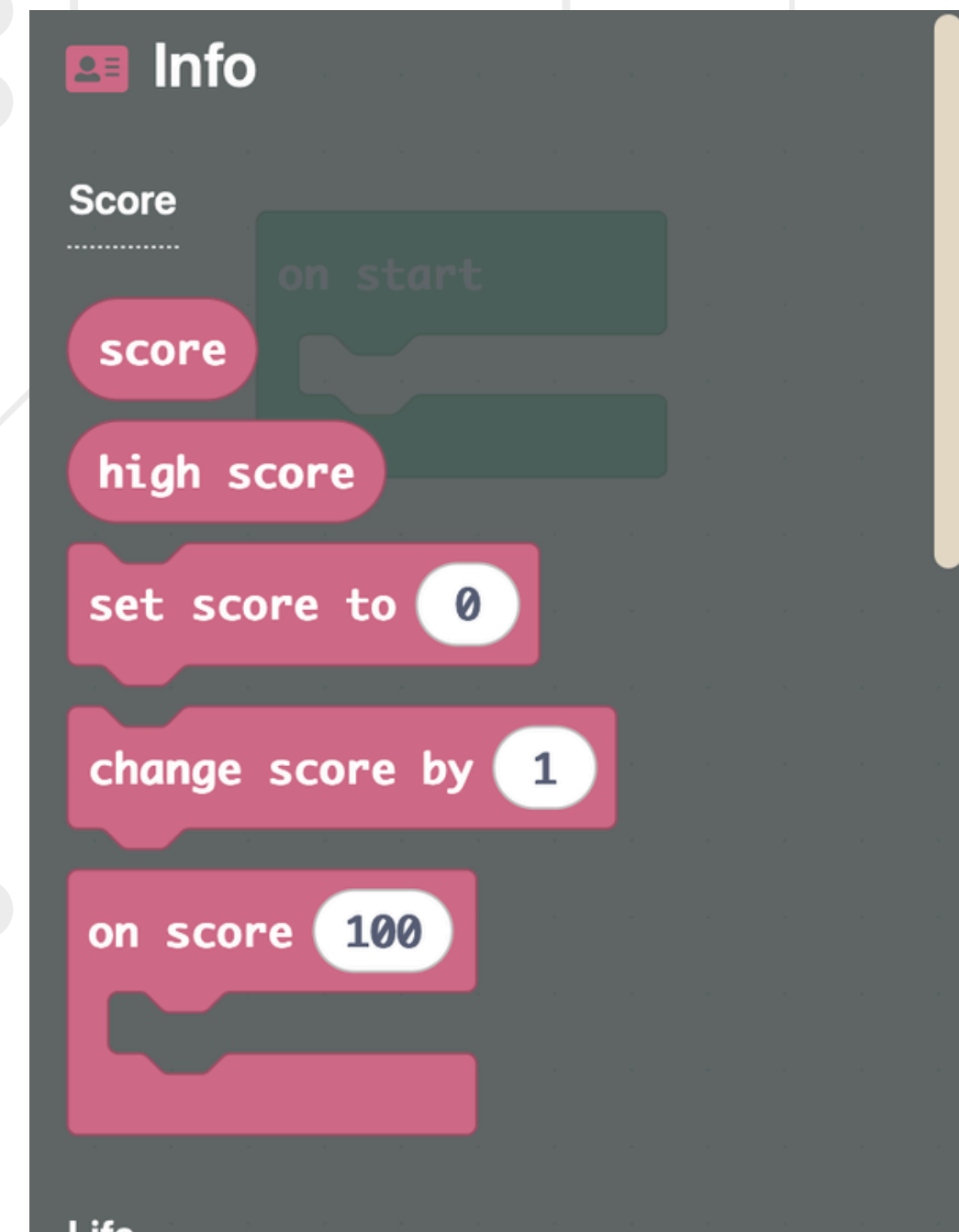
# POINT SCORING IN SCRATCH

YOUR QUICK PRIMARY CODING LEAGUE HOW TO  
GUIDE ON HOW TO CREATE POINT SCORING IN  
MAKECODE ARCADE



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IN MAKECODE ARCADE,  
LOOK IN THE INFO  
CATEGORY (IT'S ORANGE).  
THAT'S WHERE ALL THE  
SCORE, LIVES AND  
COUNTDOWN BLOCKS LIVE.





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AT THE BEGINNING OF  
YOUR GAME, **SET THE  
SCORE TO 0** SO EVERYONE  
STARTS FAIR.

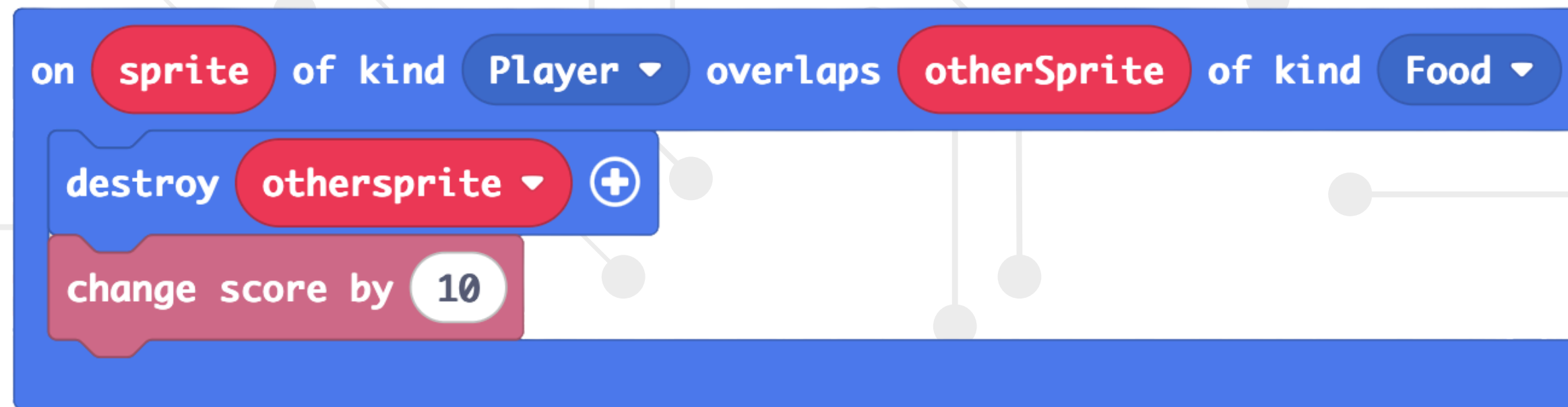






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USE **CHANGE SCORE BY** INSIDE AN **OVERLAP** OR **BUTTON BLOCK**. PICKING A POSITIVE NUMBER ADDS POINTS!



USE A **NEGATIVE NUMBER** TO SUBTRACT POINTS –  
FOR EXAMPLE WHEN THE PLAYER HITS AN **ENEMY**.



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USE THE **GAME OVER BLOCK** TO STOP THE GAME. IT AUTOMATICALLY SHOWS THE FINAL SCORE ON SCREEN!







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# WHAT NOW?



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## BEFORE YOU START...

CHECK YOUR **STUDENT CHALLENGE PACK**

MAKE SURE YOU HAVE ACCESS TO A **SCRATCH ACCOUNT**

**PLAN YOUR PROJECT** SO YOU HAVE AN END GOAL

**ASSIGN YOUR ROLES** SO YOU ALL HAVE A PART TO PLAY

## BUILD YOUR PROJECT

**WORK TOGETHER:** COMMUNICATION AND COLLABORATION ARE KEY.

**TRIAL, TEST AND DEBUG:** MAKE SURE IT ALL WORKS!

**THINK OUTSIDE THE BOX:** WHAT CAN YOU DO DIFFERENTLY OR IMPROVE YOUR PROJECT?

## SUBMIT YOUR PROJECT

MAKE SURE YOUR PROJECT IS **CLEARLY NAMED** WITH YOUR TEAM NAME AND PROJECT TITLE

**SUBMIT YOUR PROJECT** BY SHARING YOUR LINK ON THE GDST PORTAL



**CODE, CREATE & COLLABORATE**

**BRINGING PRIMARY AGED CODING INTO THE SPOTLIGHT**