



Catching Game

## 2Code: Catching



The following set of challenges will teach you how to build your own catching game.

### 1: Make all the objects move

Using design mode go through each object (apart from the catcher) and set an initial speed.



### 2: Make the catcher move

When the user presses the left arrow key move the catcher left, when the user presses the right arrow key move the catcher right.



### 3: Collision with weights

When the catcher collides with any weight, play a sound and restart the game.



### 4: Collision with food

When the catcher collides with any item of food, play a sound and increase the score.



### 5: Hide the food



When the catcher collides a food item, hide the food that got hit. Use the change variable command.







### 6: Make the game your own

Expand on the game, make it your own












Challenge: Using design mo


### Make all the objects move





Using design mode go through each object (apart from the catcher) and set an initial speed.









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 Challenge: When the catcher collides a food item, hide the food that got hit. Use the change variable command.




score



See Code

 Design



For each challenge there is a video that will help you. Don't forget you can click on the HINT icon for some extra tips.

Clicking on the green triangle will bring up more videos to help.

