

Skills to include

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Easy	Medium	Hard
<ul style="list-style-type: none">• Create a world with a mixture of land and water.• Program a sprite to move by input (e.g. Keyboard).• Program a sprite to jump.• Program a sprite to move really fast or really slowly.• Win / lose the game when something happens.• Make an object or sprite disappear when bump it.• Score points.• Get rewarded.• Lose points / health.• Bad characters.• A clear objective (how to win the game).• Shoot ammo.	<ul style="list-style-type: none">• Add background music.• Add sounds to play when something happens, e.g. health/scoring points.• Enemies move on a path by themselves.• Edit world settings, e.g. wave strength / glass walls.• Edit character settings, e.g. friction, height, speed, bounciness or show hit points.• Make a character glow or become camouflaged.• Make something different things happen when on different surfaces.• Have a range of obstacles to get past.	<ul style="list-style-type: none">• Add creatables to appear in different scenarios.• Use pages to create different behaviours, e.g. <i>When bump apple, go to page 2. Then have extra powers such as ammo.</i>• Add cut scenes to make the storyline clear or give hints to players.• Use the timer to add events at random points.• Set different controls to change the camera angles.• Add mini levels or puzzles within the main game.• Use square brackets [] to add a detailed description to the start of the game.