


Treasure Game Starter Activity Part 2

In this activity you will add obstacles and moving enemies to your treasure game.


1. Open project file “treasure game *Your Name*.sltng” OR “treasure game starter 2.sltng”.

If you're continuing with your own game, go to the run block on the runtime page and change the seconds to 45:



The screenshot shows a red 'run' button with a 'seconds' field set to 45. A yellow circle highlights the '45' value. Other visible elements include 'Player' and 'Treasure' labels.

If you opened the “treasure game starter 2.sltng” file, go to File → Save project As → Name the file “treasure 2
Name the file “treasure 2 *Your Name*”.

2. Go to Spaceland and click on setup, then run. So far, you should be able to move a player agent with keyboard arrow keys and collect treasure agents for points. If you want, click on Edit Breeds () to change the shapes for the Player and the Treasure.

Challenge #1: Find the setup block on the setup page and add “reset clock” and “show clock.” (Look in Setup and Run drawer.)



Go to Spaceland and click on setup. You should have both the Score and the Clock showing.



Click on the run button and play the game. The game will automatically stop when the Clock reaches 45. What score did you get?

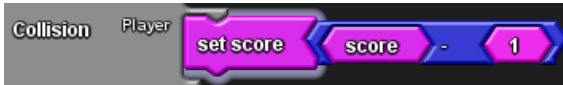
Challenge #2: Click “Edit Breeds” and make a new breed called “obstacle” and give it a shape.

Challenge #3: Go to the setup block on the setup page and figure out how to **create** 25 obstacle agents. **Scatter** the obstacle agents.

Challenge #4: Go to My Blocks and find the **Collision** block between Player and Obstacle. Put it on the Collision page. You are going to program what happens when the Player bumps into an Obstacle. The Player will decrease the score by 1 and the Obstacle will die.



Challenge #5: Assemble the following blocks in the Collision block (look in the Setup and Run drawer). These blocks decrease the score by 1.



Challenge #6: Go back to the Collision block. Make the treasure “die” in the Collision block. (Look in Logic drawer).

In Spaceland, click setup and run to play your game. When you bump into an obstacle agent, the treasure should die and your score should go down.

Challenge #7: Click “Edit Breeds” and make a new breed called “enemy” and give it a shape.

Challenge #8: Go to the setup block on the setup page and figure out how to **create** 10 enemy agents. **Scatter** the enemy agents.

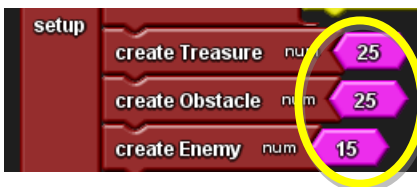
Challenge #9: Go to the run block on the Runtime page and put **forward 1** in the Enemy section:



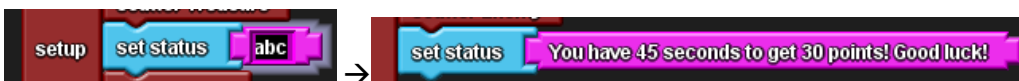
Challenge #10: Go to My Blocks and find the **Collision** block between Player and Enemy. Put it on the Collision page. You are going to program what happens when the Player bumps into an Enemy. Make the Player “die”.

In Spaceland, click setup and run to play your game. Check to make sure that when you bump into an enemy agent, the player agent should die (screen goes dark and the player agent is deleted).

Challenge #11: Adjust how hard or easy your game is by changing the number of treasures, obstacles and enemies. Test by going to Spaceland and clicking setup and run to play your game.



Challenge #12: Set a goal for your game based on the difficulty. Since the “run” block only goes for 45 seconds, what’s a reasonable yet challenging score for the player to achieve during this time? Once you’ve decided and tested it, use a “set status” block + abc block to tell the Player what his or her goal is. (Look in the Text drawer.) Put these blocks in the Setup block that’s already on the Setup page. Click on the abc block to highlight it and then type in the text you want – something like “You have 45 seconds to get 30 points! Good luck!”



In Spaceland, click setup. You should see the status message here:

