

Code Camps

- This is our second to last lesson for this term!
- We will be finishing our games today and adding a few features.
- We will need to split you into two groups.



Group A



Group B



Group A

- Harry and Group A will be working on adding new features to our game today such as coins and a score.
- * You are in this group if you coded last lesson.



Group B

- Emily and Group B finish your game, such as introducing player movement, she will go over the instructions with you.

Once you have finished, you can play games on learningtocode.co.uk until Group A have finished.

* You are in this group if you did not code last lesson / wasn't here.



Group A

Get Started

Start creating your awesome game.

- Let's Get Started
- Create a New Game
- Create the First Level
- Create the Jetpack Hero
- Movement Code
- Jump Code
- Setting up your Jet Pack Hero**
- Glitchy Hero Fix
- Ready to Go!

Step 1. Add The Setup Function

You probably noticed that now you can jump up, but you don't fall back down! It's time to add some gravity to fix that!

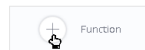
Click on the menu.



Click on the following actor:



Click on the Add Function button.



Add a function with the following details.

Add Function ✕

Type:

Name:

Code type:

When this actor is created

Set scene gravity to x y

Discussion

What does this Code do?

The Set scene gravity block is applying gravity in a downwards (Y axis) direction. You can play around with the x and y values to get your desired effect.

Checkpoint

[← Jump Code](#)

[Glitchy Hero Fix >](#)

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Step 2. Fixing The Bugs

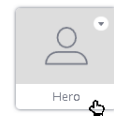
You may have noticed that your hero spins around and disappears off the screen. You're going to fix that by adding some code.

Let's navigate back to the Hero's setup code.

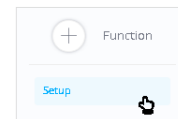
Click on the menu.



Click on the following actor:



Click on the Setup function.



When this actor is created

Set scene gravity to x y

Make the camera follow

Set whether can rotate when hit to



Group B

Step 1: Adding Score Tracker

Time to add a score tracker to your game. We'll use the `ScoreTracker` class we created in the previous step.

Go to `index.html` and add the following code:

```
<script src="score-tracker.js"></script>
```

Go to `index.js` and add the following code:

```
const scoreTracker = new ScoreTracker(100);
```

Go to `index.html` and add the following code:

```
<div id="score"></div>
```

Go to `index.html` and add the following code:

```
<div id="score"></div>
```

Step 2: Finding The Score

Time to add a score tracker to your game. We'll use the `ScoreTracker` class we created in the previous step.

Go to `index.html` and add the following code:

```
<div id="score"></div>
```

Go to `index.js` and add the following code:

```
const scoreTracker = new ScoreTracker(100);
```

Go to `index.html` and add the following code:

```
<div id="score"></div>
```

Final Project

Time to add a score tracker to your game. We'll use the `ScoreTracker` class we created in the previous step.

Step 3: Adding The Game Function

Time to add a score tracker to your game. We'll use the `ScoreTracker` class we created in the previous step.

Go to `index.html` and add the following code:

```
<div id="score"></div>
```

Go to `index.js` and add the following code:

```
const scoreTracker = new ScoreTracker(100);
```

Go to `index.html` and add the following code:

```
<div id="score"></div>
```