

# Superhero Smash – Grouchey’s Coin Room



## Activity Structure – 45min

#	Activity	Timing
1.	Introduce the project and talk about the story of the next level	5 mins
2.	New project & create and add backdrop image	7 mins
3.	Create and add characters – superhero, arrow controls, tunnel and coins	13 mins
4.	Code superhero movements using message blocks	8 mins
5.	Code the coins to disappear when collected, and the tunnel to take him to the next level	7 mins
7	Test, debug and share/play with peers	5 mins

## Overview

In Level 2, we are going to create a magic coin room. We’ll code the superhero to collect some fun bonus points. Once his mission is complete, he’ll go through the magic tunnel and on to Level three, where he’ll face some new obstacles.

**Code elements used:** Green flag, Tap block, Message blocks, directional blocks, disappear block and bump block.

## Learning Objectives

To be able to code a superhero game using control keys and message blocks to control a character.

## Step by Step

1. Start a new scene and delete the cat.
2. Go to the background library and create a treasure room background. Add a tunnel at the top of the screen for him to appear through.
3. Add a superhero character – amend one of the library characters or create your own.
4. Add in the character control keys – you will need a right arrow and a jump arrow.
5. Create a coin character, and add it to the project three times.
6. Create a horizontal tunnel to lead to the next level.
7. Use receive message blocks to make the superhero move in the right way for each arrow.
8. Code the arrow keys to start on tap and then send the corresponding message block.
9. Code the coins to spin forever. Then make the coins disappear using the bump block and vanish block. Add in a pop sound too.
10. Code the horizontal tunnel to take the superhero to Level 3 by using a bump block and then the third scene red block.

## Project Plan



<p><b>Superhero</b></p>	<p><b>Right Arrow</b></p>
<p><b>Jump Arrow</b></p>	<p><b>Coins</b></p>
<p><b>Tunnel</b></p>	

## Simplification Activities

- You could make the superhero jump by tapping on him instead of using message blocks

## Extension Activities

- Add sound effects to the project to create a more real gaming experience