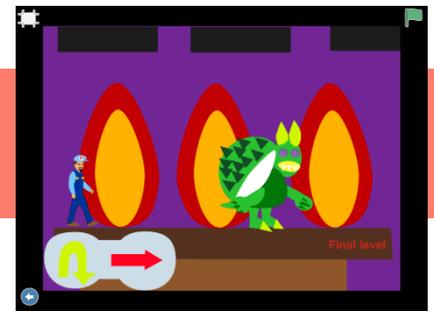


Superhero Smash – Grouchey’s Dungeon



Activity Structure – 45min

#	Activity	Timing
1.	Introduce the project and talk about new blocks that are used	5 mins
2.	New project & create and add backdrop image	7 mins
3.	Create and add characters – superhero, arrow controls, Grouchey and Winners message.	13 mins
4.	Code superhero movements using message blocks	10 mins
5.	Code the defeat Grouchey sequence followed by revealing the winners message.	5 mins
7	Test, debug and share/play with peers	5 mins

Step by Step

1. Start a new scene and delete the cat.
2. Go to the background library and create a dungeon style background. Add an optional control pad for the controls.
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 Grouchey Monster character, and a winner message character.

Overview

In Level 4, we are going to create the game’s finale. We’ll create and code Grouchey, a powerful and grumpy creature who rules his kingdom from a magical castle. We’ll code the superhero to perform his super smash dash and defeat Grouchey, winning the game.

Code elements used: Green flag, Tap block, Message blocks, directional blocks, vanish and appear blocks and bump block.

Learning Objectives

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

6. Use receive message blocks to make the superhero move in the right way for each arrow. Use a bump block to make the superhero say ‘knockout’.
7. Code the arrow keys to start on tap and then send the corresponding message block.
8. Code Grouchey to continuously stomp around.
9. Code Grouchey to be defeated when bumped into. You could add in a sound block to show his roar of defeat.
10. Code the winners message character to appear when Grouchey has been defeated. You will need to hide this character at the start of the scene.

<p>Superhero</p>	<p>Right Arrow</p>
<p>Jump Arrow</p>	<p>Grouchey</p>
<p>You Win</p>	

Simplification Activities

- Use the library characters of people and monsters instead of drawing your own

Extension Activities

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