D·BIC

Code Their Dreams

Unit 3: Our First Game

Hide-show up

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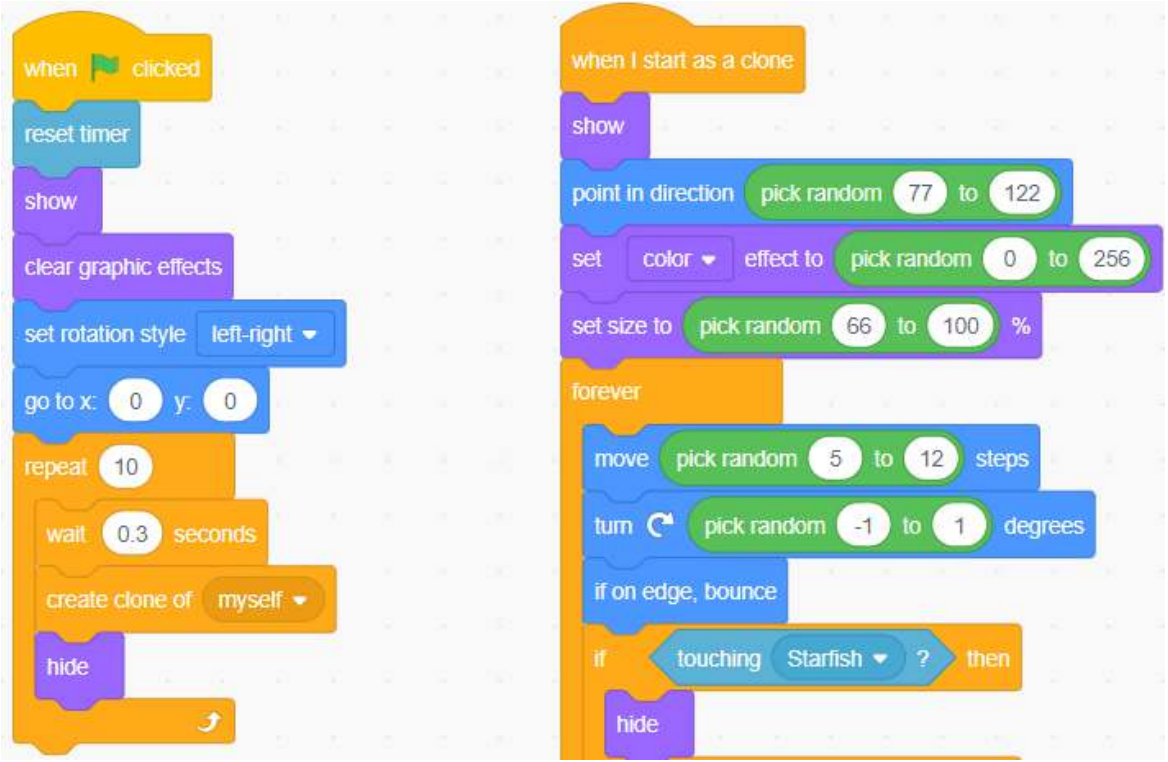
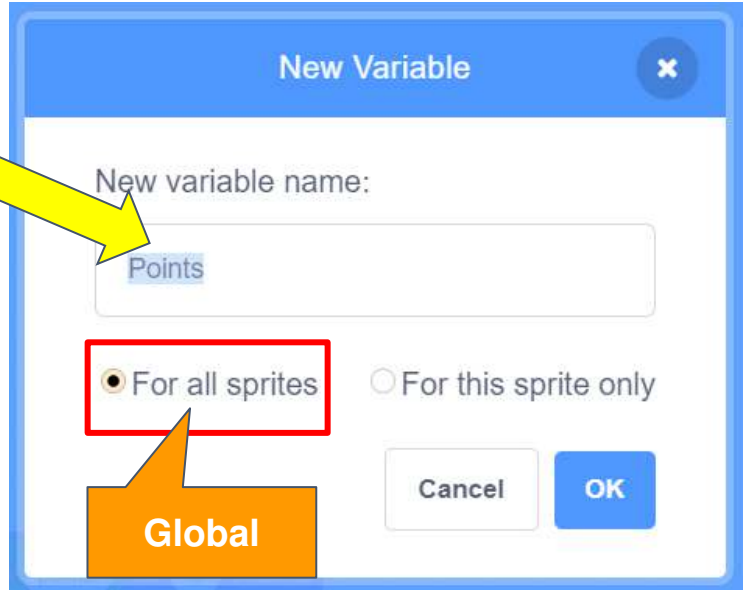
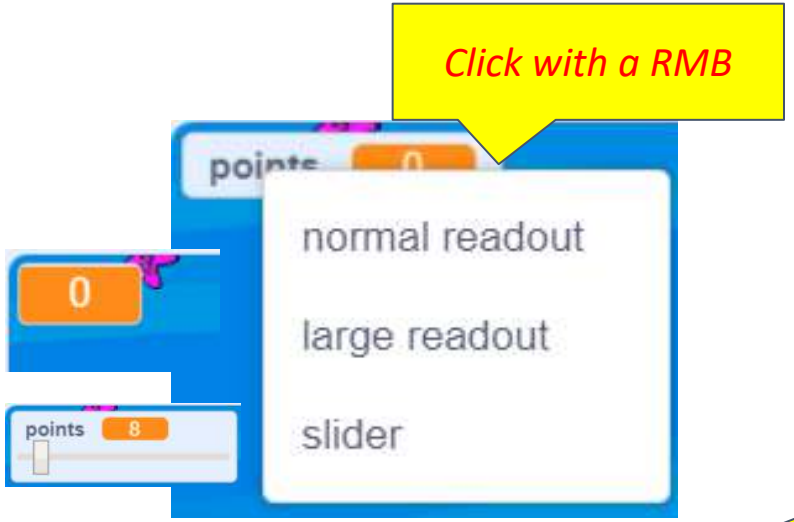
1 sprite replaced 10



Working with a Variable 1

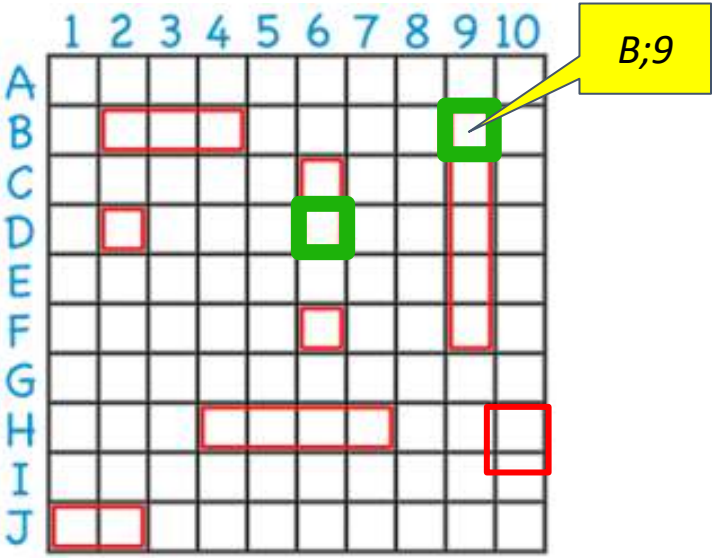


Working with a Variable 2



Initialization of the Variable

Coordinates

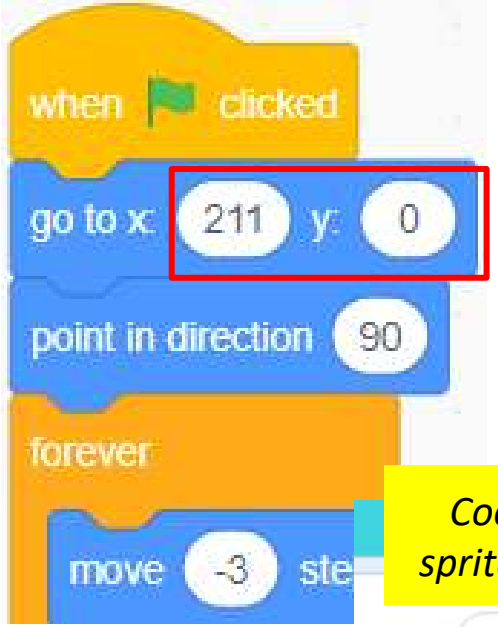


Submarine: 6;D

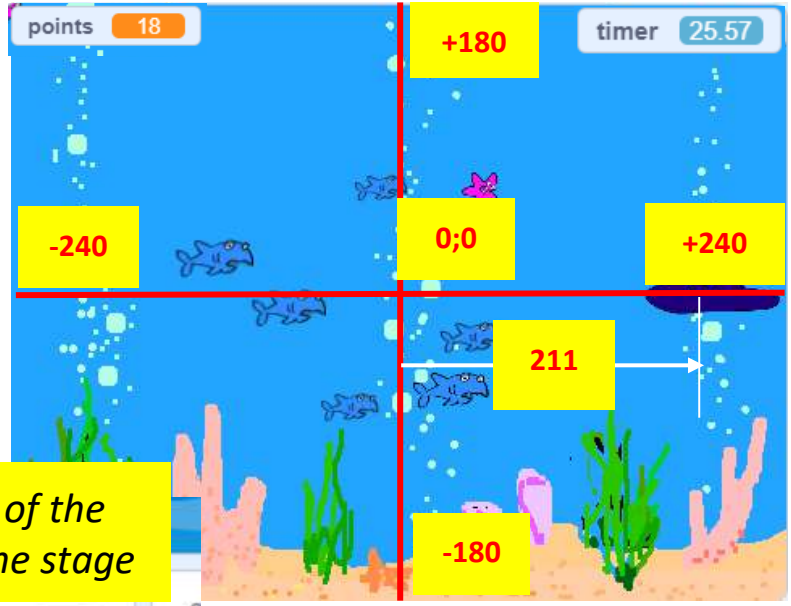
Submarine: 9;B

Submarine : 211;0

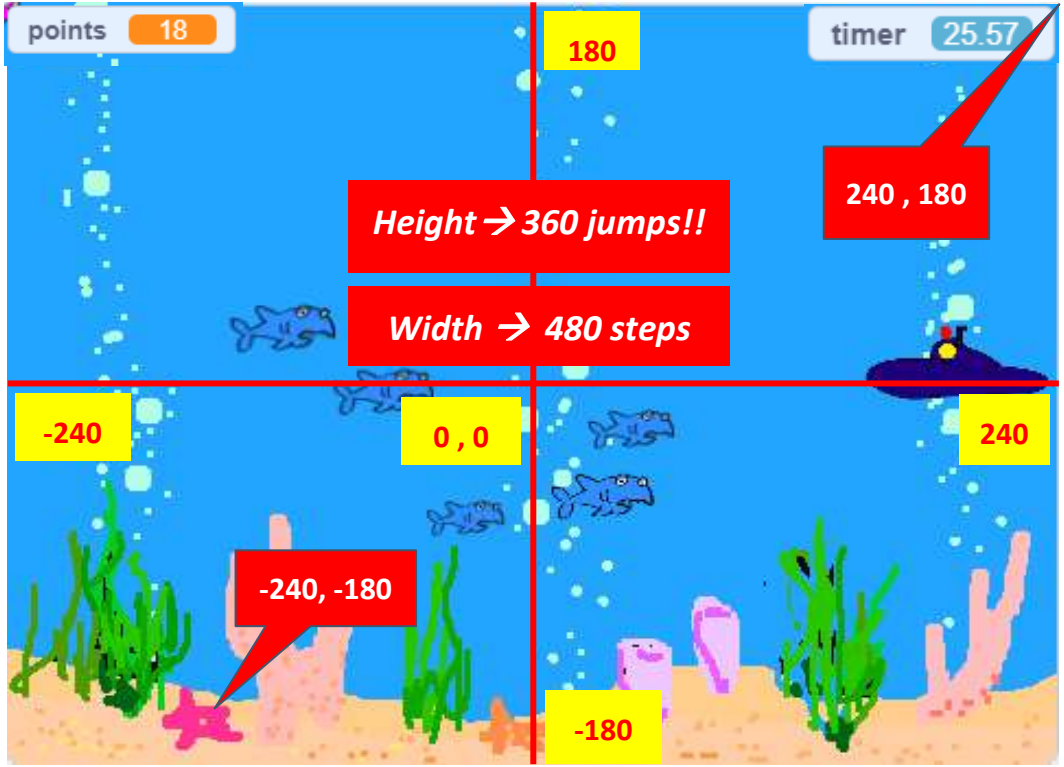
Coordinates 2

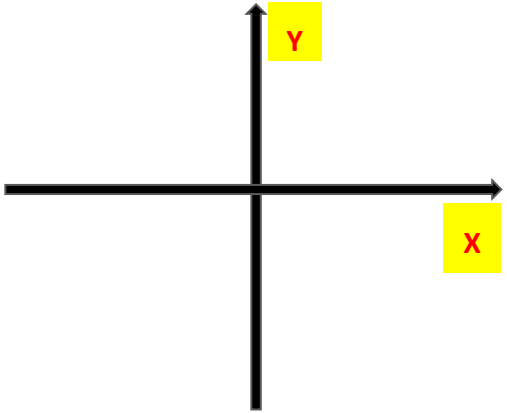


Coordinates of the sprite under the stage

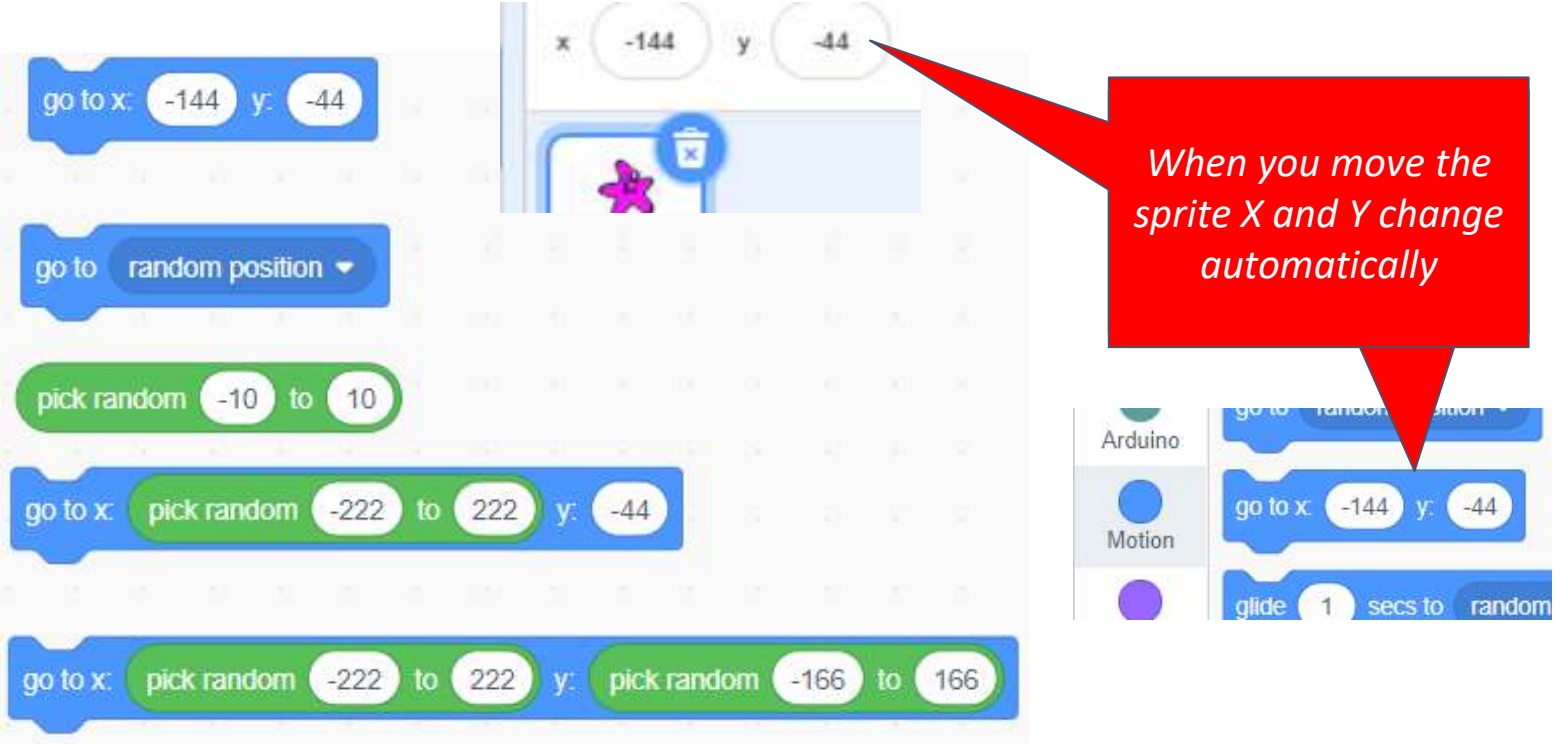


Coordinate system: Stage dimensions

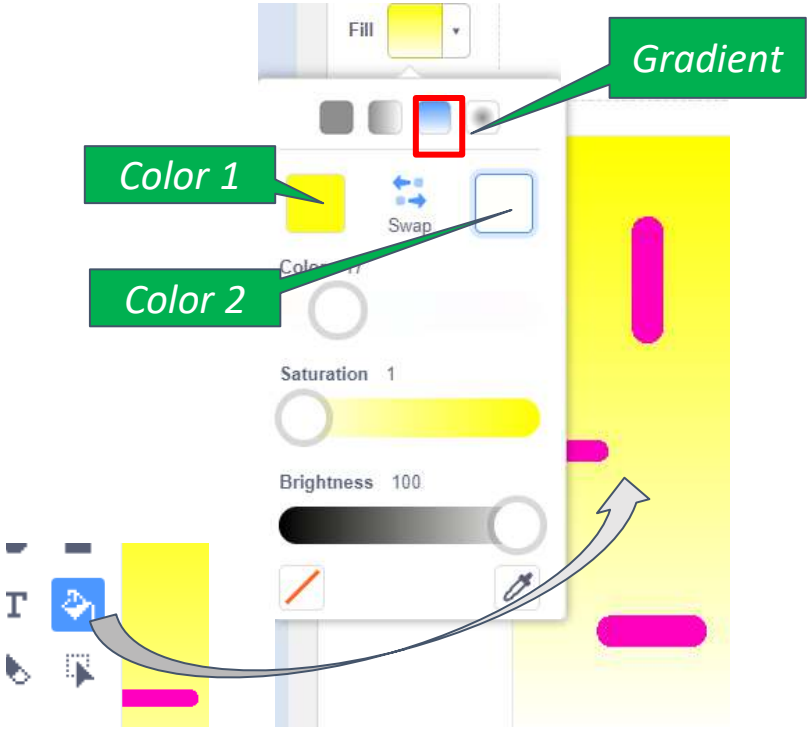


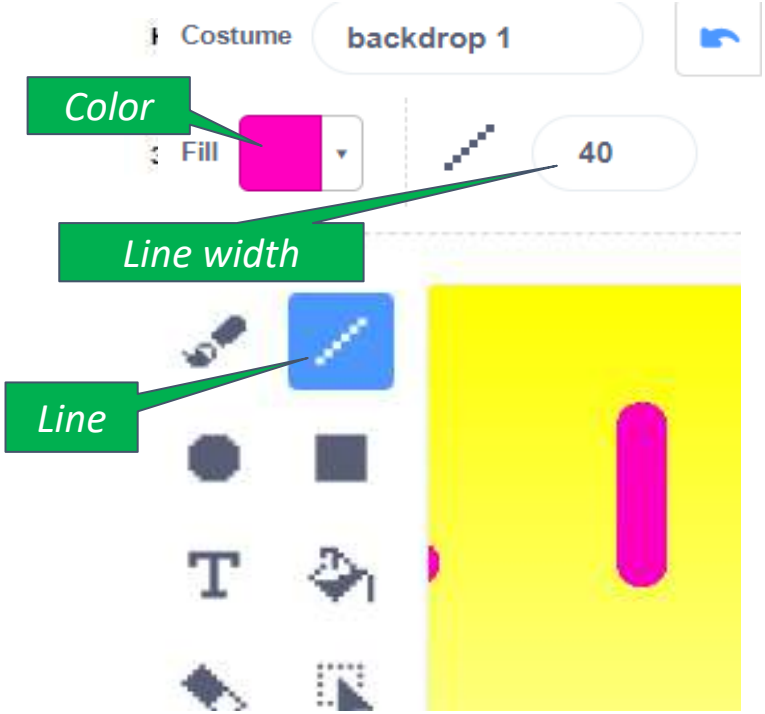


Move to random location



Backdrop 1





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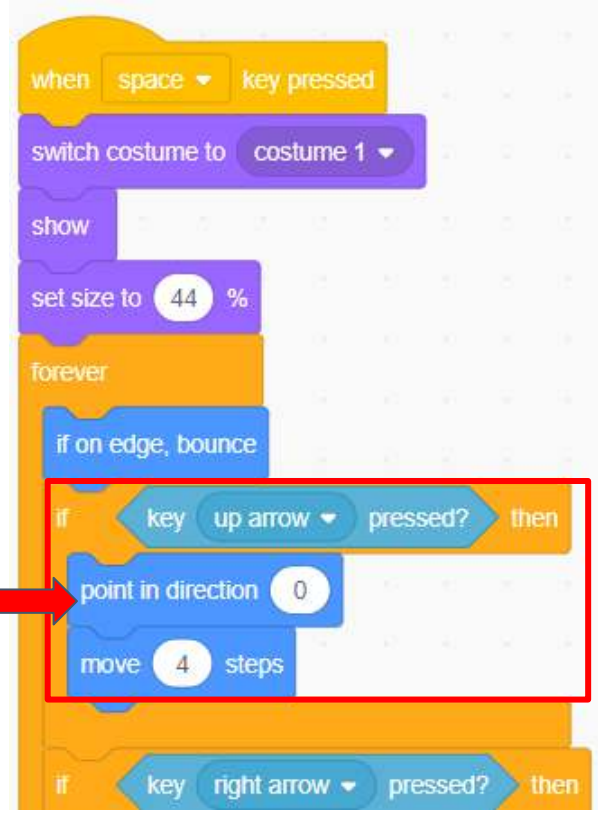
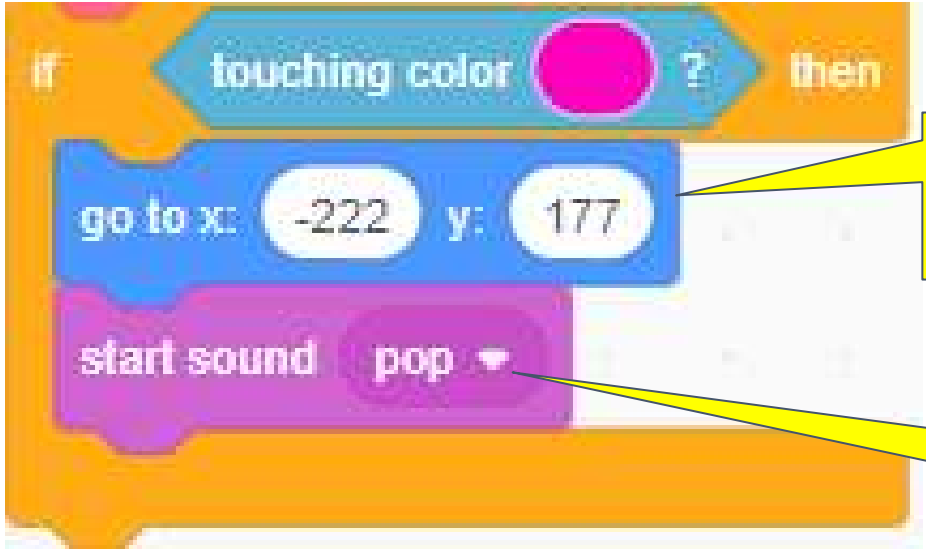
Circle control



Obstacles



Coordinates of the path start

Sound

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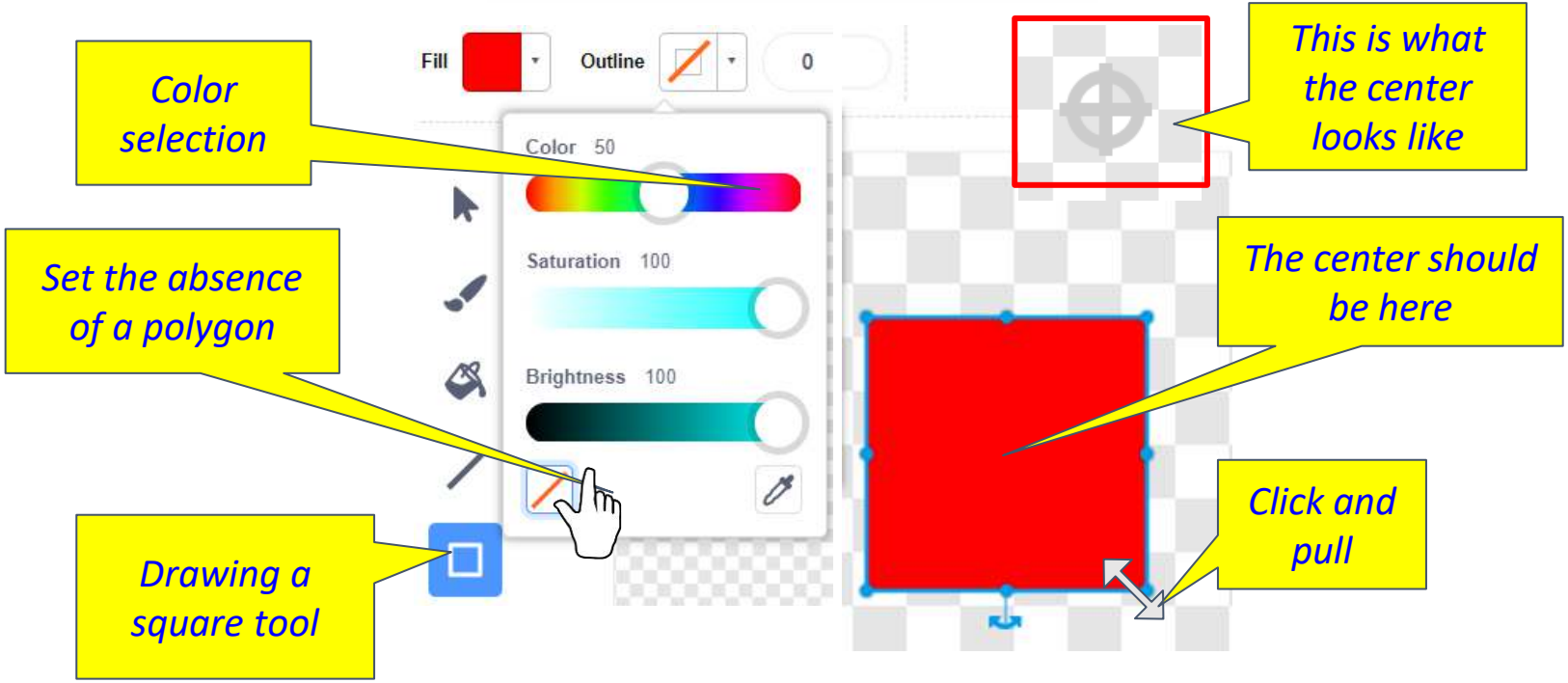
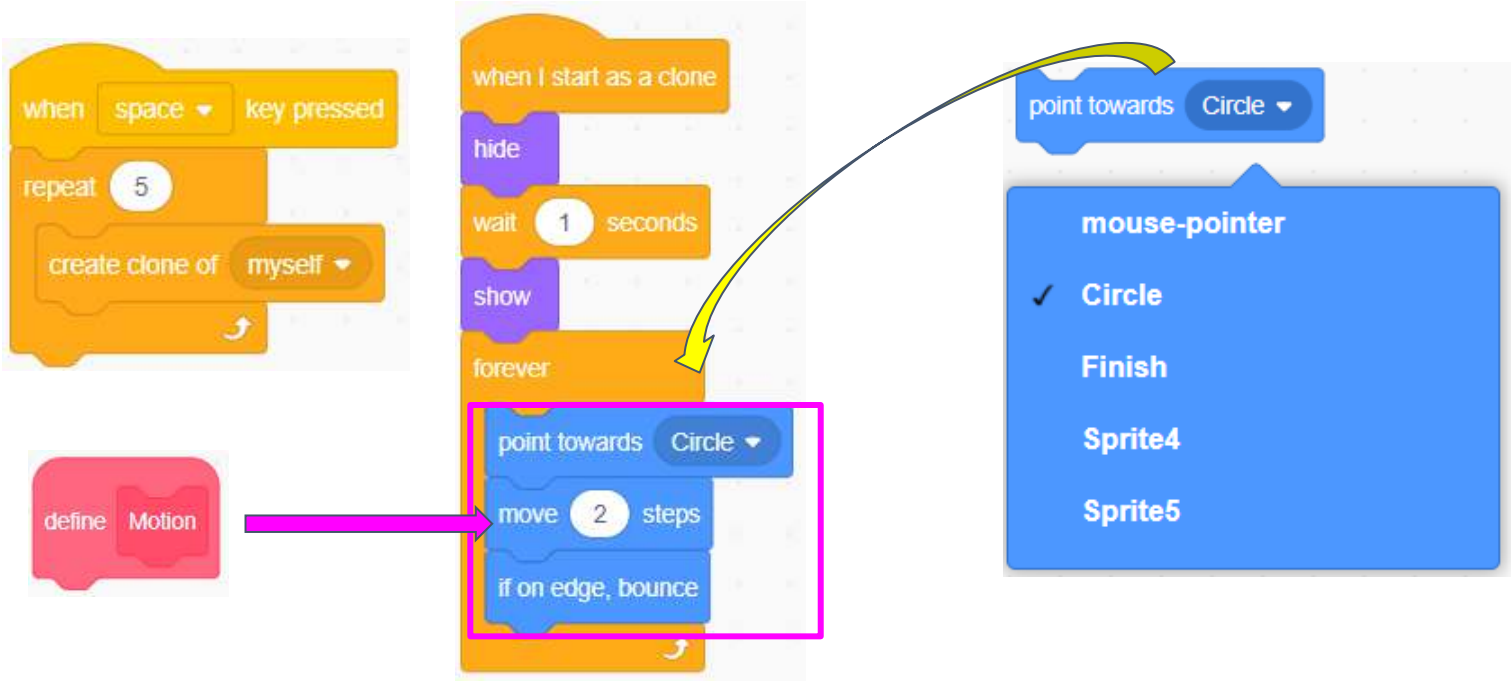
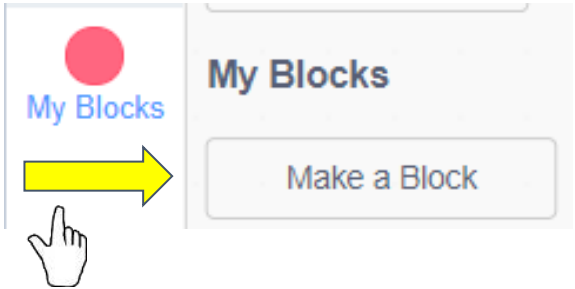
Square: Drawing

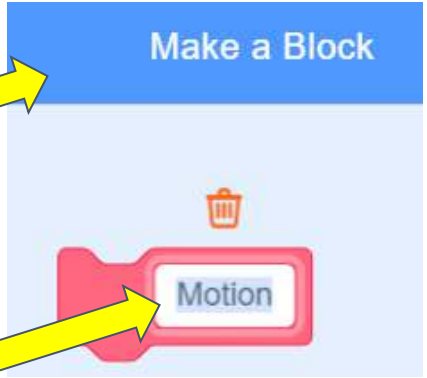


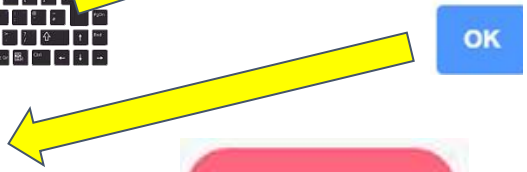
Programming enemies

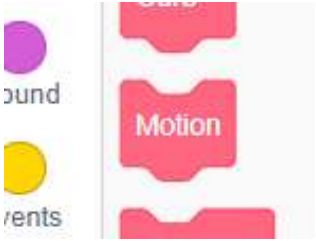


Subprogrammes: To create Other blocks

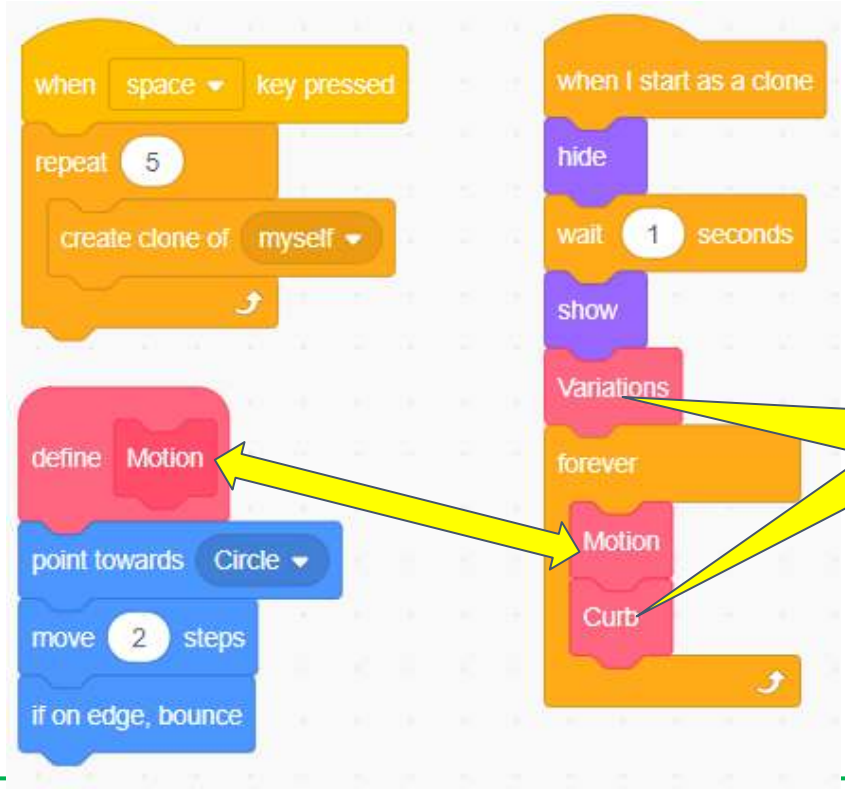








Subprogrammes: Place in the scripts

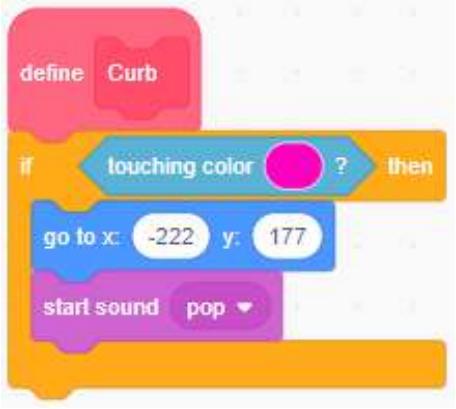


We will create these subprogram boxes later

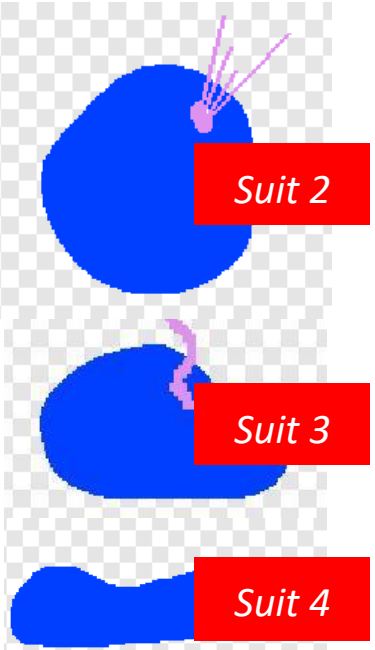
Subprogram: All blocks are assembled

Subprogrammes: Circle

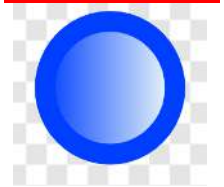
The other blocks of the circle, Movement, Curb

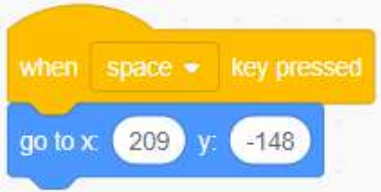


Subprogram: Circle and other sprites

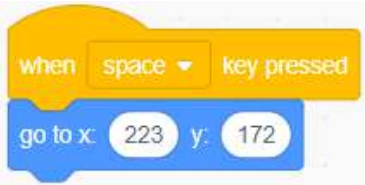


Finish





Secret



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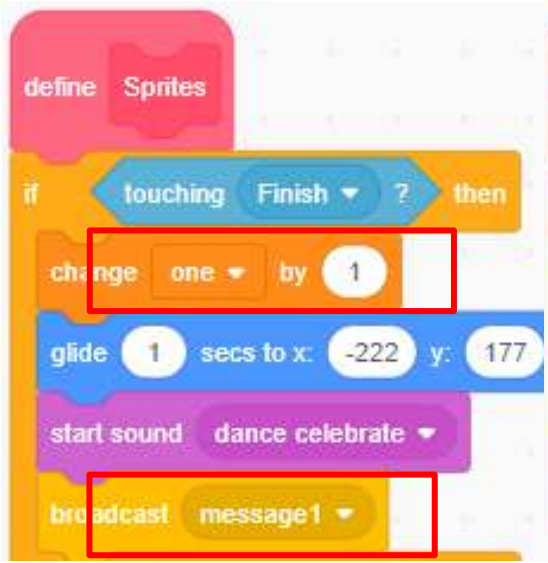
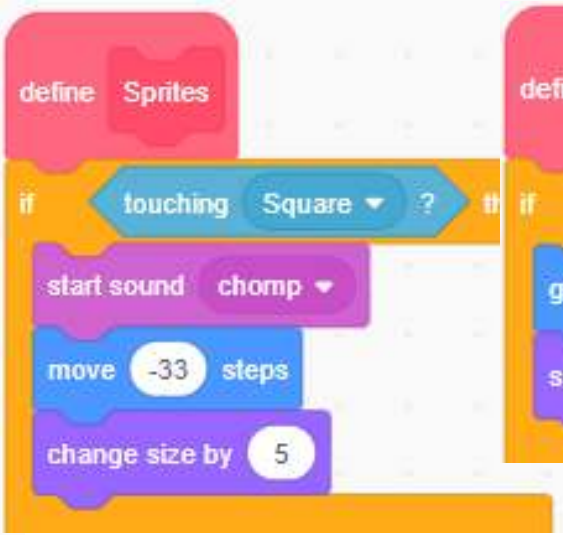
Subprogrammes: Circle-Sprites

Victory



Beatings



Home to lose weight

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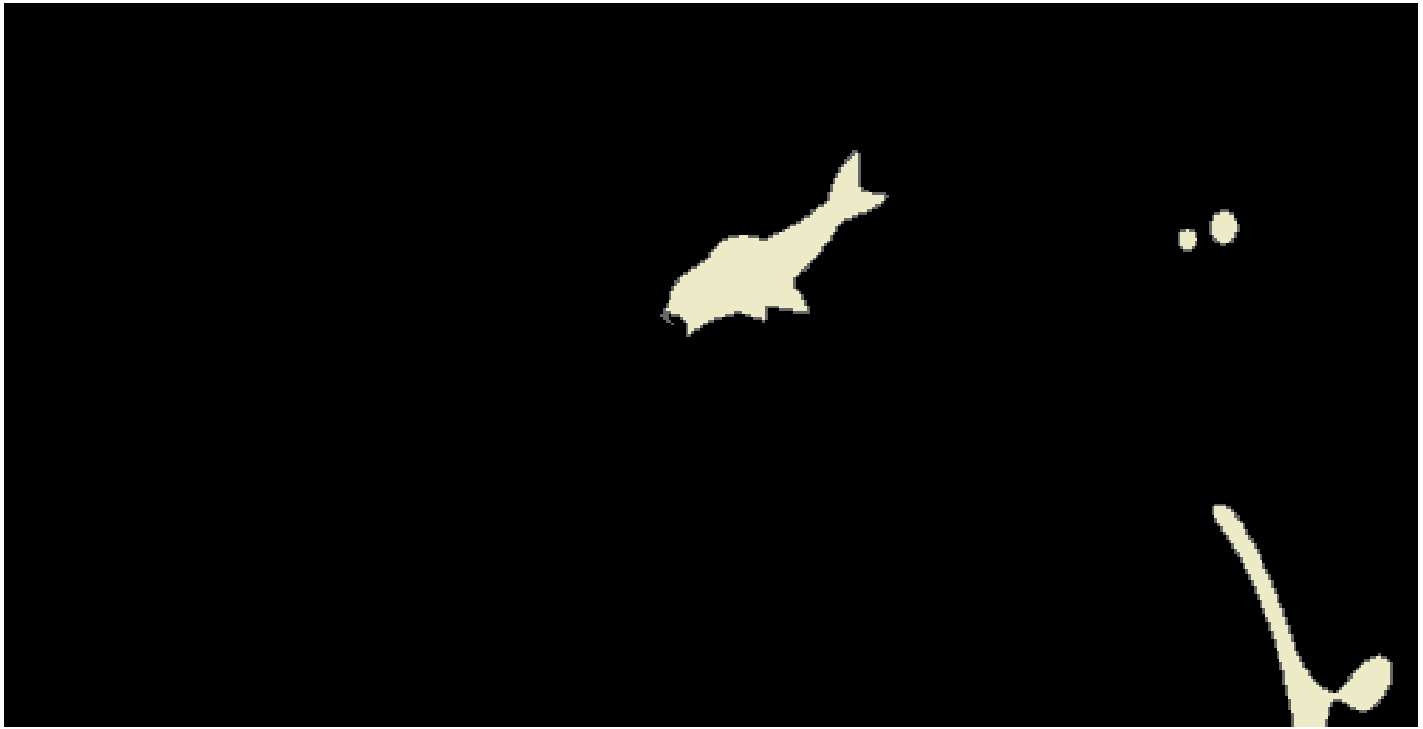
Warm up