Activity Book

In space. Lesson № 5

Key words

- 3D
- Messages
- Other block
- Sprites uploading
- Drawing
- Shooting

Task № 1

Will the sprite approach (1) or move away (2)?

Task № 2

Where is the sprite going:
- In 2D terms?   left, right, up, down, nowhere
  Underline the correct variant (s).

- In 3D terms?   to the viewer, from the viewer, nowhere
  Underline the correct variant (s)

Task № 3
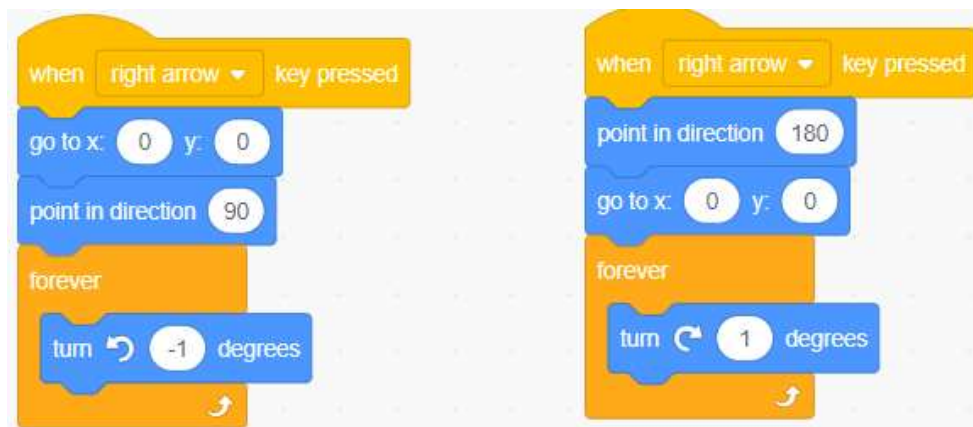
The young programmer wanted to show synchronous rotation of two sprites.

Did he succeed?   yes   no

Is something wrong?   yes   no

Do sprites rotate in different directions?   yes   no

Circle all the variants.

Task № 4

Make an algorithm for shooting - number all phrases in brackets in the correct order:

1. (if there is a command to shoot, go)   2. (hide)

3. (if there is a command to shoot, appear)   4.(if you went all the way, hide)

5. (go to the weapons)   6.(go to the weapons)

Please rate how much you liked the lesson