

Beat The Clock

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

In this lesson, students will learn to create an engaging game called 'Beat The Clock' using MakeCode Arcade. They will gain hands-on experience in creating game elements, setting up a timer, designing a scoring system, and coding for sprite movement and interaction. This lesson offers a fun and interactive way to learn coding concepts.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in creating game elements using MakeCode Arcade.
- Understand how to set up a timer for a game.
- Learn to create a scoring system in a game.
- Gain proficiency in using code blocks for sprite interaction.
- Enhance problem-solving skills by experimenting with different settings and codes.

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HOW THE LESSON RUNS	
Introduction	
Start a New Project	
Set Up Game Elements	
Move the Player	
Move the Target	
Set Up the Timer	
Detect the Overlap	
Create a Scoring System	
Wrap Up	