

LESSON 15

Scratch Platformer

60 minutes

Digital Creation Lab

WHAT THIS LESSON DOES

In this lesson, you'll learn to build a platformer game in Scratch. Follow step-by-step instructions to design characters, create platforms, and code movements. Start crafting your game and explore endless creative possibilities with each step!

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in creating and manipulating sprites in Scratch.
- Understand and apply the concept of variables in game development.
- Implement control mechanisms for character movement, including gravity and jumping.
- Utilise broadcasting messages to manage game states and transitions.
- Enhance game aesthetics through effects like character trailing.

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HOW THE LESSON RUNS

Introduction

Create a new Scratch project

Create your sprite

Create the 'platform' sprite

Resize your character

Create 3 variables

Apply gravity

Move left and right

Make it jump

Add a trailing effect

Add more costumes to the ground sprite

Detect screen edge

Receive the message

Wrap up