

LESSON 15

Introducing MakeCode Arcade

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

Get started with creating arcade games using a fun and easy-to-use tool. Follow step-by-step instructions to build your first project, design a character, control its movements, and add cool effects to bring your game to life.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand the basic functionality and usage of MakeCode Arcade.
- Develop skills in using the MakeCode Arcade code editor.
- Create and customise a sprite in MakeCode Arcade.
- Implement controls to move a sprite and keep it within the screen boundaries.
- Apply and experiment with different effects in MakeCode Arcade.

Introducing MakeCode Arcade

HOW THE LESSON RUNS

What is MakeCode Arcade?

The Code Editor

Create a new Arcade project

Create a sprite

Design your character

Control your character

Make them stay on the screen

Add an effect

Change the effect

Time to Explore

Wrapping Up