

LESSON 21

Fruit Frenzy

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

In this lesson, you'll create an interactive game called 'Fruit Collector' using MakeCode Arcade. You'll learn how to create and control a character, generate falling fruits and harmful rocks, and manage scoring and lives. The lesson covers game loops, character controls, collision detection, and more. No prior coding experience is required.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in using MakeCode Arcade to create a game.
- Understand and implement game loops and character controls.
- Learn and apply concepts of collision detection and scoring.
- Gain knowledge in creating and controlling game elements such as sprites.
- Enhance problem-solving skills by adding complexity to the game.

Fruit Frenzy

HOW THE LESSON RUNS	
	Introduction
	Create a new project
	Create Player Character
	Setting Player Controls
	Create the Fruit sprites
	Make them fall
	Create Harmful Rocks
	Set the number of lives
	Detect overlap with fruit
	Detect overlap with rocks
	Wrap Up