

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.

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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