

Avoid the Enemy

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

This lesson guides students through creating an 'Avoid the Enemy' game using MakeCode Arcade. Students will learn how to create and control sprites, make them interact, and use the game update loop for dynamic gameplay. No prior coding experience is necessary.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop understanding of coding principles through creation of a game.
- Gain proficiency in creating and controlling sprites in a game environment.
- Learn to implement game dynamics using update loops.
- Understand and apply the concept of sprite interaction within a game.
- Enhance problem-solving skills by debugging and improving game functionality.

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HOW THE LESSON RUNS
Introduction to Avoid the Enemy Game
Create a new Arcade project
Create your player sprite
Move the sprite
Make it stay on the screen
Create the enemy sprites
Set the enemy position
Make it chase the player sprite
Game Over, Well Done!