

Cherry Collection

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

This lesson guides students through creating a game using MakeCode Arcade. They will learn to create a character, move it around the screen, generate food sprites in random locations, and collect them for points. The lesson also includes adding sound effects for a more interactive gaming experience.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in using MakeCode Arcade to create a game character and manipulate its movements.
- Understand and apply the concept of sprites in game development.
- Implement random generation of game elements on the screen.
- Apply collision detection to enable interaction between game characters and elements.
- Incorporate sound and scoring system to enhance game interactivity.

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HOW THE LESSON RUNS	
	Introduction
	Create a new project
	Add your player
	Move your player
	Create the cherries
	Random places
	Collect the cherries
	Get a point
	Play a sound
	Wrap up