



University Learning in Schools

Computing

**Games Programming in
Scratch: Homework**

Lesson 2



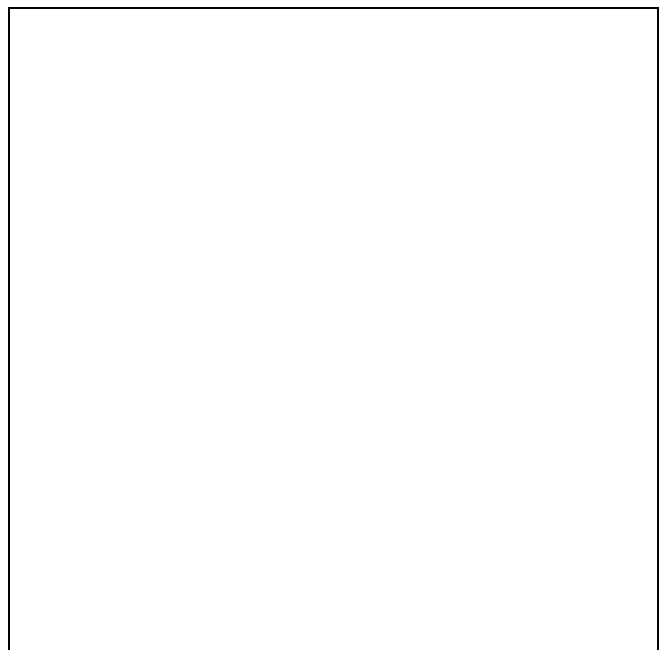
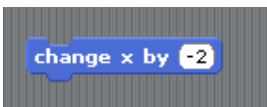
Homework 1 – Obstacle Movement

Name:

Form Group:

Now that you know to how use flowcharts and have created movement for your sprite, you need to create the movement for your obstacles.

Below are the blocks that we need to get our obstacles to move across the screen. **Can you put those blocks in the correct order to allow the obstacles to move? Lv6+** Can you create the flowchart that would be needed to show how it would work as well?



Q1) Why is the forever block so important for this script to work properly?

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Q2) What other sequences will the obstacles need to do in your game? (Lv 6+)
Think about what their interactions with other things on the screen.

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