



University Learning in Schools

Computing

Games Programming: Worksheet

Lesson 2



Lesson 2 – Sprite movement
Name:
Form Group:

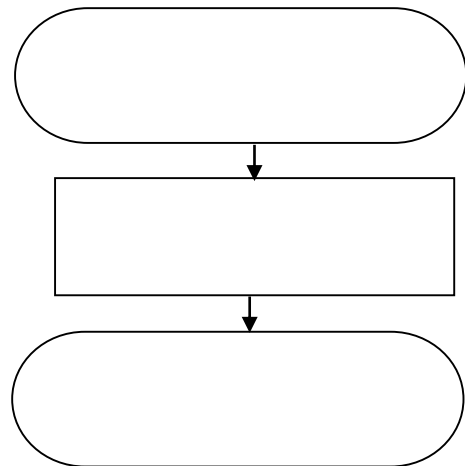
Starter

Using the flowchart symbols we used last lesson, complete the flowchart below.

You need to choose only 3 instructions.

This will allow us to make our sprite fly up the screen when we do something.

Stop
Change Y by 30
When Space key is pressed (Start)
Move 10 steps
Set Y to 10



Extension

What other sequence of instructions would the bat need?
Create a flowchart for that sequence of instructions below.
(Hint - Think about what happens if it stops flapping.)

- 1)
- 2)

