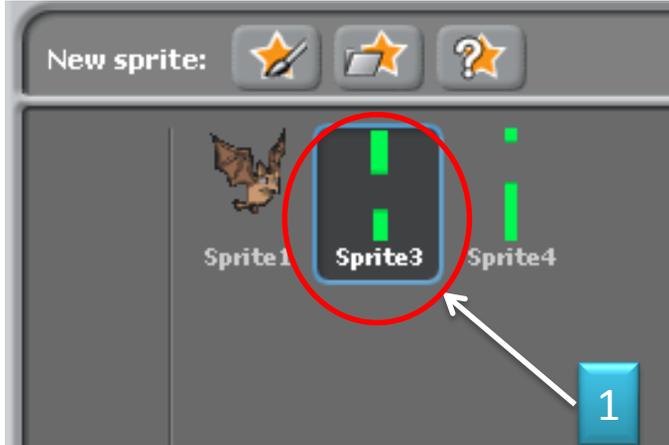


Starting Position

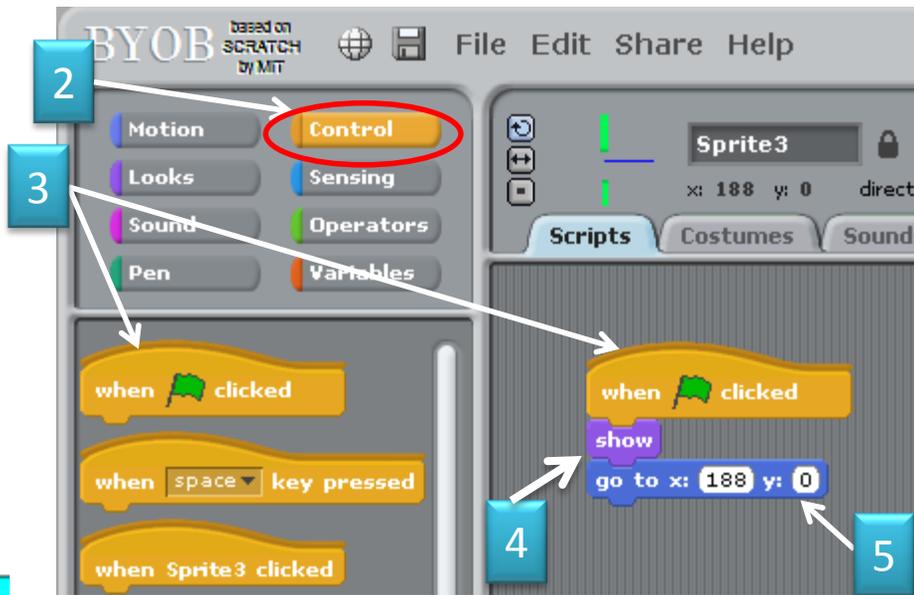


Before you think about moving your obstacle, you need to make sure it will always appear at the same position when the game starts



1. Select your Obstacle Sprite
2. Click the 'Control' tab
3. Drag the 'When Green Flag clicked' block onto the stage

A. Use the mouse to position your obstacle towards the right of the screen



4. Drag the 'Show' Block onto the stage



5. Drag the 'Go to X: Y:' block onto the stage

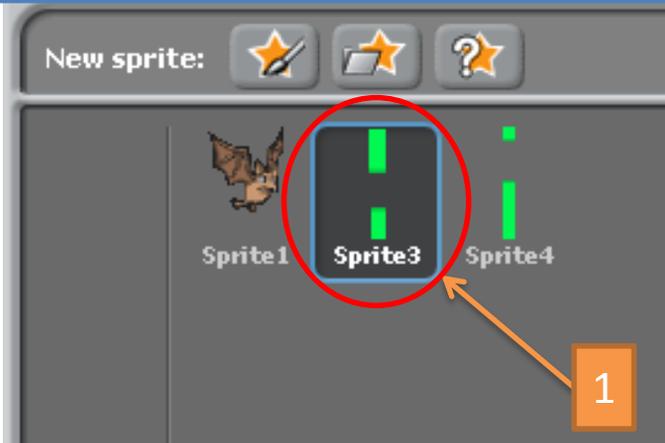


6. Note – don't change the numbers. It will always now move to where you positioned it

The 'Show' and 'Hide' blocks allows you to make a sprite appear or disappear when you want



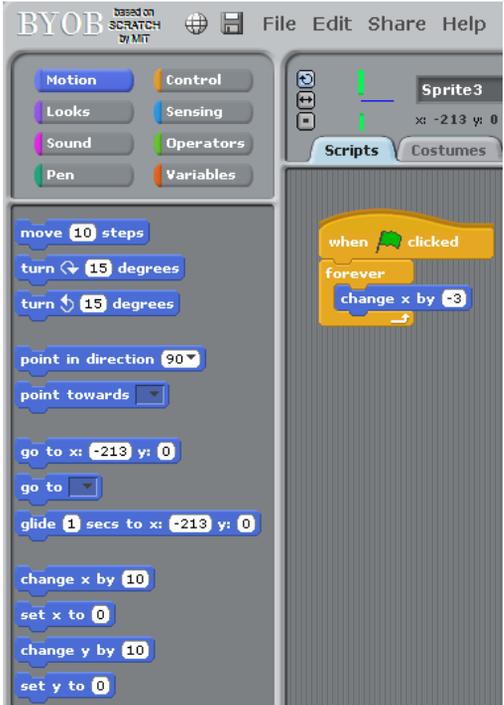
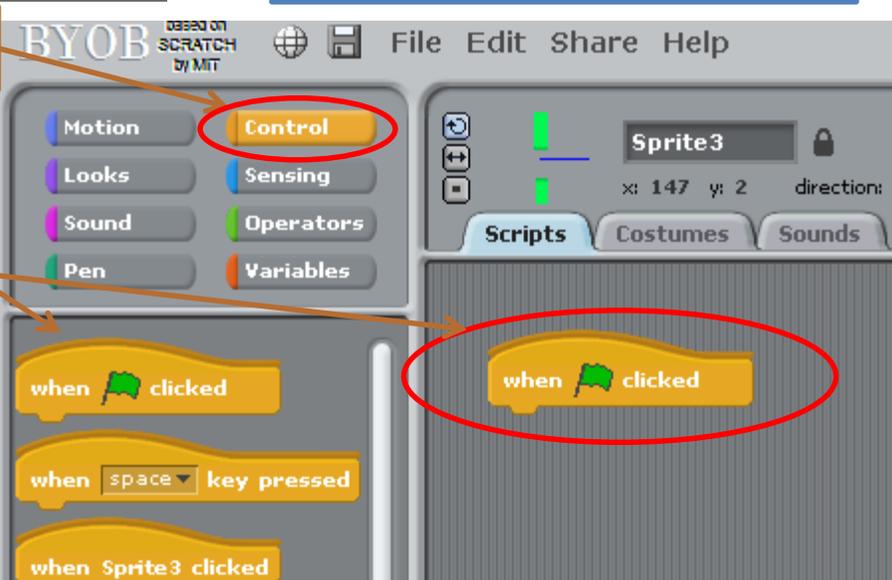
Moving the Obstacles



1. Select your Obstacle Sprite.
2. Click the 'Control' tab.
3. Drag the correct block onto the stage.

When 'Green Flag' Clicked allows you to start instructions the moment the game begins.

This is useful if you want the game to start without the users input.



Remember –
X controls the sprite moving left and right

Forever allows the instruction to continue on and on



1. Drag the 'Forever' block onto the stage.
2. Click the 'Motion' tab.
3. Drag the 'Change X by 10' block onto the stage and place it inside the forever block.
4. Change the X number to -3

Test your Game again

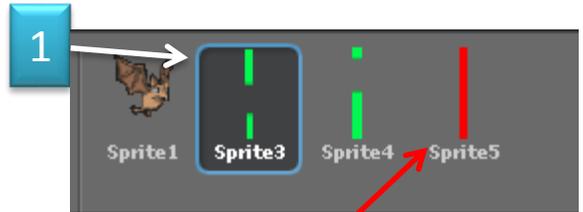


Making Obstacle continually pass the Character



The obstacle now passes the character once, however to make the game continue, it needs to go back to the start position and repeat the process.

2



Note – you must have the same name in the ‘touching’ block, as you have named the red line.

1. Select your Obstacle Sprite.
2. Create the following sections of scripts.

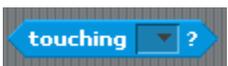


NOTE - do you understand how you are now using the red line you created earlier and placed at the edge of the screen.

Explanation of New Blocks



This combines your forever and IF blocks into one handy block.



This block allows you to make something happen if the Sprite is touching something else. Click on the arrow for the different options.

Test Your Game

Play your game a couple of time to test that it is working.

Does the Obstacle pass the character multiple times?

