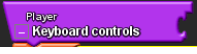


Treasure Game Starter Activity Part 1

1. Open project file “treasure game starter.sltng”
2. Go to File menu → Save project As → Name the file “treasure *Your Name*”
3. Go to Spaceland and click on setup, then run.

Challenge #1: Try the keyboard arrow keys. Notice that these don’t work correctly. Find the “Keyboard controls” procedure () on the Player page and fix the blocks so that the arrow keys work correctly.

Challenge #2: Click “Edit Breeds” and change the player’s shape to something you want.

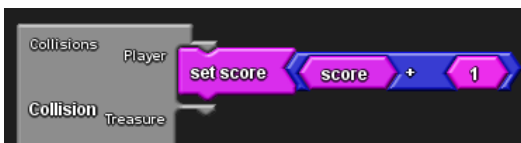
Challenge #3: Use the breed editor to add a “treasure” breed. Pick a shape and give it a name (you can just call it “treasure” if you’re not feeling creative).

Challenge #4: Go to the setup block on the setup page and figure out how to **create** 25 treasure agents. **Scatter** the treasure agents.

Challenge #5: Go to My Blocks and find the **Collision** block between Player and Treasure. Put it on the Collision page. You are going to program what happens when the Player bumps into a Treasure. The Player will increase the score by 1 and the Treasure will die.

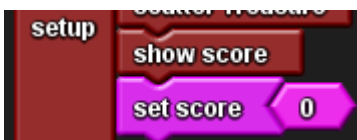


Challenge #6: Assemble the following blocks in the Collision block (look in the Setup and Run and Math drawers). These blocks increase the score by 1.

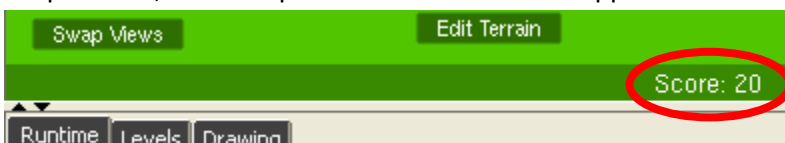


Challenge #7: Go back to the Collision block. Make the treasure “die” in the Collision block. (Look in Logic drawer)

Challenge #8: Go to the existing setup block on your setup page and add the “**show score**” block. Also add **set score 0**. (Look in Setup and Run drawer.) See below:



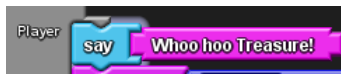
In Spaceland, click setup to check that the score appears in the status bar.



In Spaceland, click run to play your game. When you bump into a treasure agent, the treasure should die and your score should go up. You’re done with the basics of Part 1. You may go to Part 2 or try optional challenges on back of this sheet.

Optional Challenge #9: Come up with an idea for a different reaction to happen during the collision between Player and Treasure. **Pick 1 or 2 things to do** from the following list:

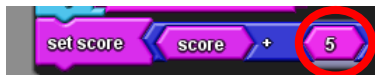
- Have the player “say” something – like “Whoo hoo Treasure!”. Look in the Text drawer for **say** and **abc**. Change the **abc** to the text you want.)



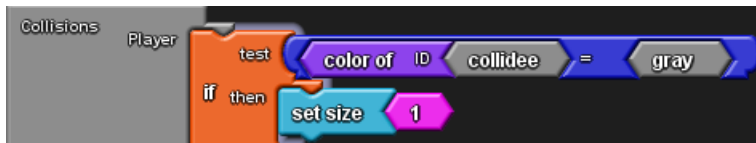
- Have the treasure “stamp” a color before dying. You can also try other terrain blocks like “stomp”, “dig”, “build” and “yank”. (Look in Terrain drawer)



- Change the number of points that get added to the score for each treasure – like each treasure is worth 5 points instead of just 1. You can choose the number.

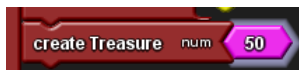


- Have the player increase its size by 1 each time it collides with a treasure. Use “set size” and follow the same example as “set score”. You can change the number 1 to something smaller (like 0.5) if it’s getting too big too fast. Hint: The “set size” block is in the Traits drawer.
- Have the player set its size back to 1 when it collides with a certain color treasure, like the following. Note that the “collide” refers to the treasure that it collides with.

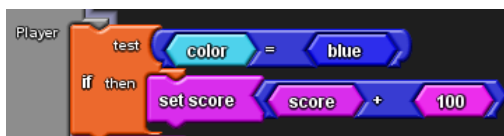


Optional Challenge #10: Other changes you can make:

- Change the number of treasure agents that are created.



- Add one **Create** treasure block that creates 1 special treasure that is bigger than the others. (Hint: Use the **Create:Do** and set size)
- Create some Treasure agents that are blue (Use **Create:Do** and **Set color**). Make the blue treasure worth more points when the player bumps into them. Use the If block to check the color of the treasure, like the example:



- If you do the above challenge, then figure out how to create Yellow treasure agents and make colliding into those take away points from your score.