Learn Snap!
By Creating Games

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Game 1

Programming

- Sequence of commands

Snap!

- Elements of the Snap! Screen
- Editing a script
- Run a Snap! Program
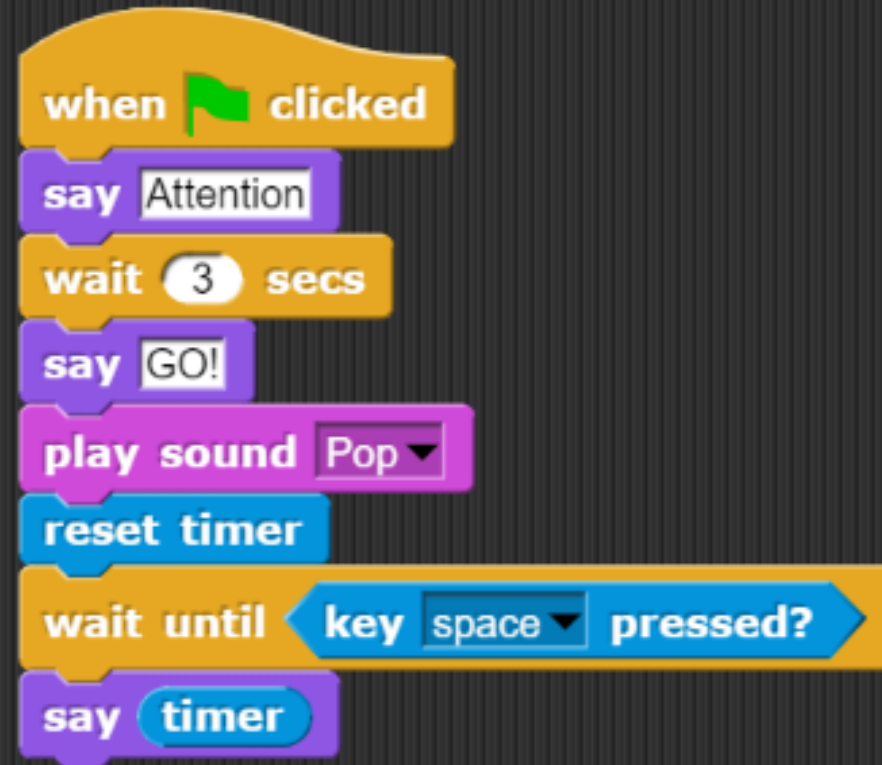- Sound

Game 1: Exercise - Guess 3 seconds

Idea:

▪ Player should guess 3 seconds time as close as possible

Description:

▪ Sprite counts down 3 2 1 GO!

▪ Reset the timer

▪ Wait for space key

▪ Say the timer value

Game 2

Programming

- Loops

Snap!

- Moving and turning a sprite
- Coordinates
- Costumes

Game 2 Exercise: Create a Movie

Idea:

▪ Just play with animations.
Create a little movie!

Description:

▪ Can you make the sprite go in a circle? Square?

▪ Try the 3 different turning modes

▪ Make the sprite go somewhere, say something, move on …

Game 3: Balloon Busting

Programming
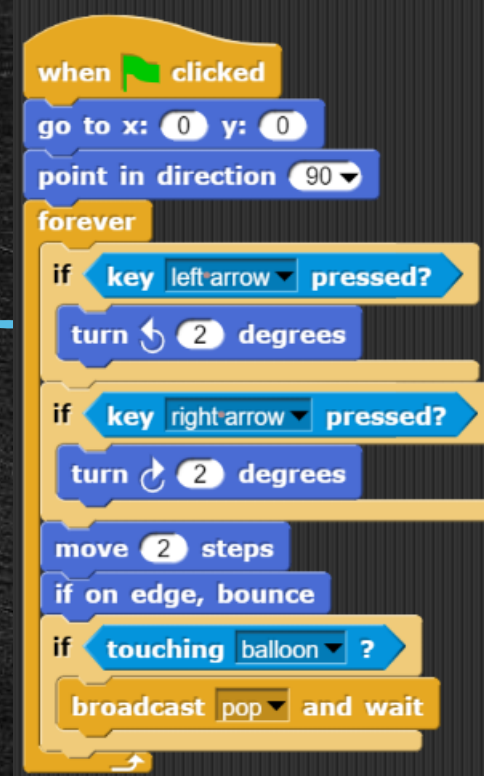
- Conditions
- Events

Snap!

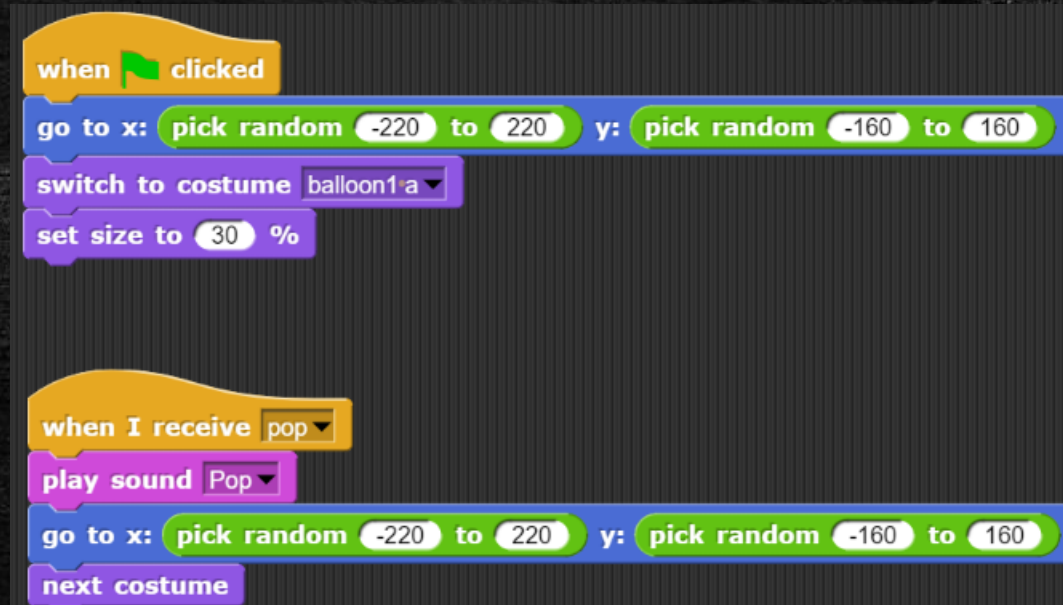- Sensing (input, sprites)
- Multiple sprites

Game 3 Exercise: Balloon Busting

Idea: Make a better balloon busting game

▪ Idea: Multiple balloons
Description: Use more sprites

▪ Idea: make the balloon move
Description: let the balloon move
constantly and change direction
randomly

▪ Idea: Add a bomb
Description: if sprite hits bomb, wait 5
seconds

▪ ...

Game 4: Car Race

Programming

- Variables

- Calculations

Snap!

- Painting sprites and backgrounds

- React on color

Game 4 Exercise: Make your own game

Combine everything you learned and make your own game!

▪ Idea: Movie with multiple scenes
Description: script in stage changes backgrounds and
uses broadcasts to trigger sprites

▪ Idea: Tennis
Description: racket controlled by keyboard.
Ball reflects on hitting wall and racket. If ball misses
racket (check y coordinate), then game over. Count each
hit. Make ball go faster each time.

▪ Or use your own idea!

▪ Show off on demo day!!!
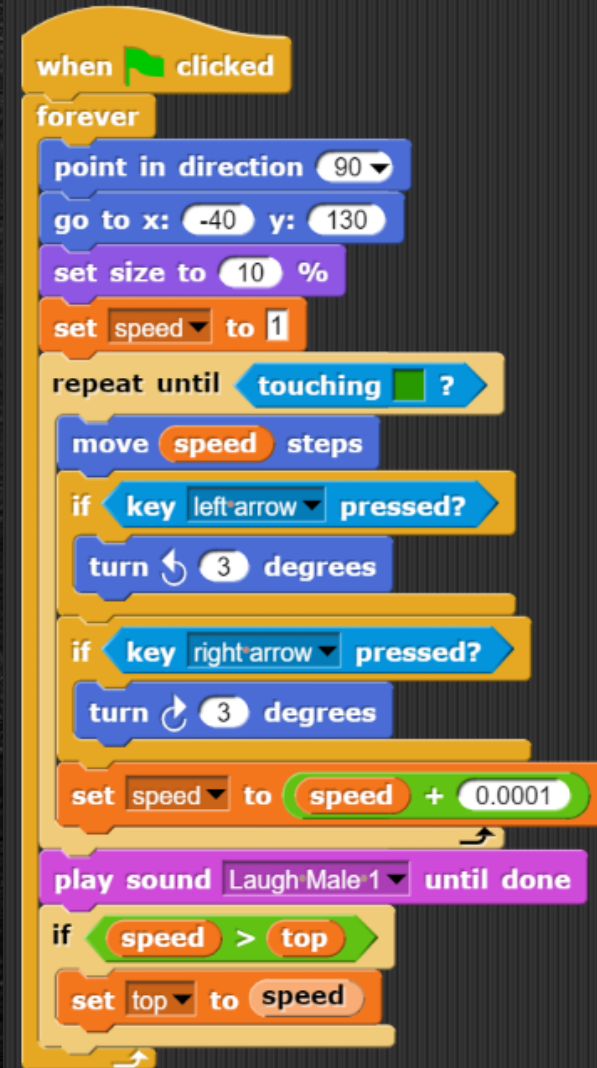
More information? Questions?

This presentation and contact information are here:

https://andreas-huppert.de/steam/ask/