Learn Snap! By Creating Games

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Game 1

Programming

Sequence of commands

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

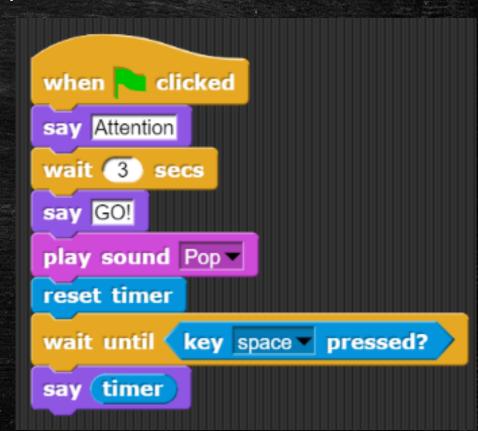
Game 1: Exercise - Guess 3 seconds

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

- 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 ...

```
when clicked
go to x: 0 y: 0
point in direction 90 -
set size to 25 %
repeat 3
repeat 100
  move (1)
           steps
turn (120)
             degrees
point in direction 45 -
forever
       10 steps
 if on edge, bounce
 wait 0.1 secs
 next costume
```

Game 3: Balloon Busting

Programming

- Conditions
- Events

- 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

```
when 🔁 clicked
go to x: 0 y: 0
point in direction 90 -
    key left arrow pressed?
  turn 5 2 degrees
    key right arrow pressed?
  turn 👌 🔼 degrees
 move 2 steps
 if on edge, bounce
    touching balloon ?
  broadcast pop and wait
```

```
when clicked

go to x: pick random -220 to 220 y: pick random -160 to 160

switch to costume balloon1 a v

set size to 30 %

when I receive pop v

play sound Pop v

go to x: pick random -220 to 220 y: pick random -160 to 160

next costume
```

Game 4: Car Race

Programming

- Variables
- Calculations

- 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!!!

```
when dicked
 point in direction 90 -
 go to x: (-40) y: (130)
 set size to 10 %
 set speed to 1
repeat until (touching
  move speed steps
     key left arrow pressed?
  turn 5 3 degrees
     key right arrow pressed?
   turn 👌 </u> degrees
  set speed to speed +
 play sound Laugh Male 1
     speed > top
  set top ▼ to speed
```

More information? Questions?

This presentation and contact information are here:

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

