

# Independent Activity – 15 (Pen Platformer Part 1)

Vineet Srivastava

# Create the playing arena for the 'Pen Platformer' game

Activity	Examples
<p>Use 'My Blocks' to create multiple levels of the playing arena for a PEN Platformer.</p> <p>Then ask the user some questions/inputs to see how well can the user remember what had happened earlier.</p> <p>Be creative, use your imagination, but also use this chance to get familiar with MyBlocks</p>	<p><a href="https://scratch.mit.edu/projects/422974715/">https://scratch.mit.edu/projects/422974715/</a> <a href="https://scratch.mit.edu/projects/422356527/">https://scratch.mit.edu/projects/422356527/</a> <a href="https://scratch.mit.edu/projects/422411296/">https://scratch.mit.edu/projects/422411296/</a> <a href="https://scratch.mit.edu/projects/422917243/">https://scratch.mit.edu/projects/422917243/</a> <a href="https://scratch.mit.edu/projects/421515755/">https://scratch.mit.edu/projects/421515755/</a></p> <p><a href="https://scratch.mit.edu/projects/400757611/">https://scratch.mit.edu/projects/400757611/</a> <a href="https://scratch.mit.edu/projects/193746022/">https://scratch.mit.edu/projects/193746022/</a> <a href="https://scratch.mit.edu/projects/129363158/">https://scratch.mit.edu/projects/129363158/</a></p> <p><a href="https://en.scratch-wiki.info/wiki/Pen_Games#cite_note-1">https://en.scratch-wiki.info/wiki/Pen_Games#cite_note-1</a></p>
	<p><b>Class Project:</b> <a href="https://scratch.mit.edu/projects/421105203/">https://scratch.mit.edu/projects/421105203/</a></p>

**Please see SLIDE number 4 for a step-by-step guidance on how you should approach this activity. Be systematic. Be creative. Enjoy the process.**

# Marking Criteria (Max Marks: 12)

Task	Marks Given
My Blocks created to do a basic task – like draw a line, draw a rectangle etc	2
Usage of inputs and Labels correctly to create a clear MyBlocks definition	2
At least 4 levels in the arena – these are reached when the HERO sprite reaches a logical point (e.g. the rightmost/topmost point in the arena)	2
Each Arena has a different combination of platforms and obstacles	2
At least three different colors used for the arena	2
Bonus: Block definitions different from the class, a highly imaginative arena created, several levels created, interesting obstacles drawn with MyBlocks, Obstacles that move, and so on ...	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on scratch	-1

# Step by Step Approach

## Step 0

Revise the key concepts :  
My Blocks, Draw,  
x and y coordinates



## Step 1

Create a simple MY BLOCK  
to draw a line  
Test it to make sure it is  
working.



## Step 2

Build on top of the first MY  
BLOCK.  
Test and make sure the  
new block is also working



## Step 3

Create a player sprite and  
define its basic movement  
  
(e.g. from Left to Right)



## Step 4

Create 2 Levels  
At each level, the HERO  
sprite broadcasts NEXT  
LEVEL and a new arena is  
drawn



## Step 5

Add more levels.  
  
Make sure all the  
broadcasts etc are set  
correctly.

*Do not go to the next step unless the present step is clear.  
At every step, ask yourself, what can I do differently?*

# Common Problems

Problem	Remedy
Extra lines seen	Make sure you are using PEN UP and PEN DOWN correctly. (Revise the DRAW blocks).
My obstacles do not appear well	Make sure you are setting the x- and y-coordinates correctly

# Enjoy!

- \* Remember to submit your project in time!