Making a Game
Outline for a two-hour lesson

1. Opening Scratch

2. Explore project examples

3. Delete sprite, create own with paint box

4. Create a costume

5. Duplicate, adapt it, small change

6. Build script to animate
     direction, move, costume, wait

7. Duplicate move, costume, wait
     add a starting block key on the top

8. Duplicate three times to make four arrow keys
     fix directions, key

9. Play with sprite, debug

10. Make a second sprite for points or goal, to touch

11. Write a script
     flag starter block, forever if, touching the other sprite
     go to x, y random x 2, -240 to 240; -160 to 160

12. Variables for keeping score
     Make a new variable called points, for all sprites
     set points to zero for start of game
     every time touched, add or subtract point (change points by)

13. How could you lose?
     make a timer
     flag, forever
     variable timer
     set to zero
     in forever change timer by 1, add wait one second

14. To end game, do if/then statement
     if time is greater than xx, play sound
     show import sounds, choose one to play
     stopall
     put into timer forever