LET’S PLAY!

Like the other genres we've already explored, games provide numerous opportunities to explore a variety of computational concepts and skills. Here are some blocks that are frequently useful in games.

**TOUCHING**
See if two sprites are touching or if a sprite is touching a color

- `touching`?
- `touching color`?
- `color is touching`?

**VISIBILITY**
Make a sprite appear or disappear

- `show`
- `hide`

**RANDOM**
Get a computer-generated number from within a specified range

- `pick random 1 to 10`

**TIMING**
Have the computer keep track of time for you

- `reset timer`
- `timer`

**STRINGS**
Test, access, and change words and sentences

- `join hello world`
- `letter 1 of world`
- `length of world`

**VARIABLES**
Store a number or string in a container to access later

- `set score` to
- `change score` by
- `show variable score`
- `hide variable score`

**COMPARE**
Compare values to help make decisions within your game

- `<`
- `=`
- `>`
- `and`
- `or`
- `not`

**KEY PRESS**
Make a sprite respond when different keys are pressed

- `when space` key pressed
- `when up arrow` key pressed
- `when m` key pressed