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

VISIBILITY

Make a sprite appear or disappear

RANDOM

Get a computer-generated number from within a specified range

TIMING

Have the computer keep track of time for you

STRINGS

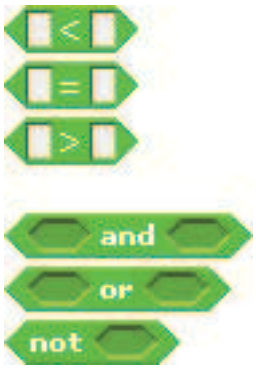
Test, access, and change words and sentences

VARIABLES

Store a number or string in a container to access later

COMPARE

Compare values to help make decisions within your game



KEY PRESS

Make a sprite respond when different keys are pressed