Archaeology Arcade Game: Episode 1 – Worksheet

This episode sets up the background and the basic movement of the game’s player.

Q1. Why does the game need this block?

___________________________________________________________________________

___________________________________________________________________________

Q2. What is a tile map?

_______________________________________________________

___________________________________________________________________________

Q3. Circle the proper name for a character in your game:
   a) Image
   b) sprite
   c) character
   d) player

Q4. Circle the category where you find the ‘splash’ block.

   🖼 Sprites
   🎮 Controller
   🎮 Game
   🎵 Music
   🏤 Scene
   📚 Info
   🔴 Loops
   🔴 Logic
   🌜 Variables
   🧮 Math
   ⌀ Advanced

If you would like a copy of the answers to the worksheets, please email education@crrda.org.au
Archaeology Arcade Game: Episode 1 – Code

Code for Episode 1.

```
on start

set mySprite of kind Player

move mySprite with buttons

splash "Dig for bones!"

set tilemap to

camera follow sprite mySprite
```