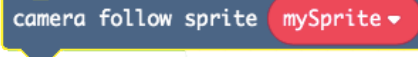


NATIONAL ARCHAEOLOGY WEEK

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?

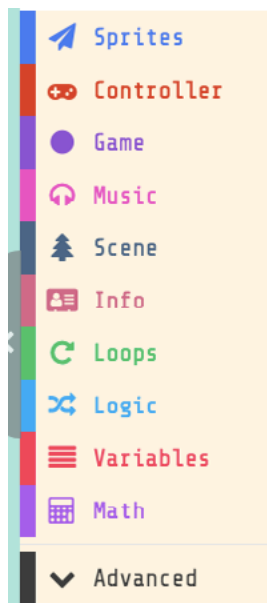


Q2. What is a tile map? _____

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.





If you would like a copy of the answers to the worksheets, please email education@crrda.org.au

NATIONAL ARCHAEOLOGY WEEK

Archaeology Arcade Game: Episode 1 – Code

Code for Episode 1.

```
on start
  set mySprite to sprite  of kind Player
  move mySprite with buttons +
  splash "Dig for bones!" +
  set tilemap to 
  camera follow sprite mySprite
```