Archaeology Arcade Game: Episode 3 – Worksheet

This episode is about adding fossils for the archaeologist to find in your game.

Q1. What does this block allow you to do?

```
if score => ItemsToCollect then
```

________________________________________________________________________

Q2. Why do the ‘set score’ and ‘start countdown’ blocks have to be the first two blocks in the code??

________________________________________________________________________

Q3. Circle the category that contains blocks which allow you to add a countdown and a score to your game:

- [ ] 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 3 – Code

Code for Episode 3.