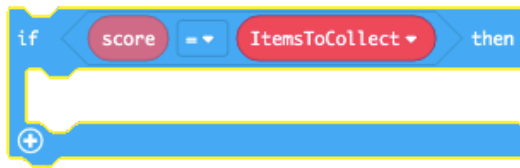


NATIONAL ARCHAEOLOGY WEEK

Archaeology Arcade Game: Episode 3 – Worksheet

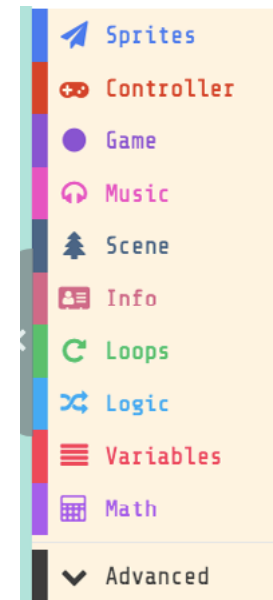
This episode is about adding fossils for the archaeologist to find in your game.

Q1. What does this block allow you to do?



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:



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 3 – Code

Code for Episode 3.

```
on start
  set score to 0
  start countdown 30 (s)
  set mySprite to sprite of kind Player
  move mySprite with buttons
  splash "Dig for bones!"
  set tilemap to
  camera follow sprite mySprite
  set mySprite position to x 20 y 15
  set blanktiles to array of all locations
  set ItemsToCollect to pick random 3 to 10
  repeat ItemsToCollect times
  do
    set bone to sprite of kind fossils
    place bone on top of random
  for element value of blanktiles
  do
    set dirt to sprite of kind Food
    set dirt position to x value x y value y

on countdown end
  game over LOSE

on sprite of kind Player overlaps otherSprite of kind Food
  destroy otherSprite with disintegrate effect for 100 ms

on sprite of kind Player overlaps otherSprite of kind fossils
  change score by 1
  destroy otherSprite with confetti effect for 500 ms
  if score == ItemsToCollect then
    game over WIN with confetti effect
```