

# NATIONAL ARCHAEOLOGY WEEK

## Archaeology Arcade Game: Episode 4 – Worksheet

This episode is about adding a poison block to your game that the archaeologist has to avoid.

Q1. This block allows your player to move around in your game: ----->

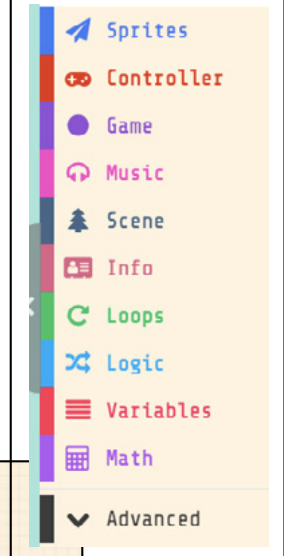


Circle the correct block that prevents your player from moving:



Why? \_\_\_\_\_  
\_\_\_\_\_

Q3. Circle the category that allows you to pause moments in your game:



Q2. Why were the 'repeat' blocks placed before this block:

for element value of blanktiles in the code? \_\_\_\_\_  
\_\_\_\_\_

### Code for Episode 4.

```

on start
  set score to 0
  set life to 3
  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 5 to 20
  repeat ItemsToCollect times
  do
    set bone to sprite of kind fossils
    place bone on top of random
  repeat 3 times
  do
    set gaspipe to sprite of kind artifact
    place gaspipe 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 +
  on sprite of kind Player overlaps otherSprite of kind artifact
  change life by -1
  destroy otherSprite with ashes effect for 1000 ms
  move mySprite with buttons vx 1 vy 1
  pause 1000 ms
  move mySprite with buttons +
  
```

If you would like a copy of the answers to the worksheets, please email [education@crrda.org.au](mailto:education@crrda.org.au)

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## Archaeology Arcade Game: Episode 4 – Code

### Code for Episode 4.

```

on start
  set score to 0
  set life to 3
  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
  repeat 3 times
  do
    set gaspipe to sprite of kind artifact
    place gaspipe 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

on sprite of kind Player overlaps otherSprite of kind artifact
  change life by -1
  destroy otherSprite with ashes effect for 1000 ms
  move mySprite with buttons vx 1 vy 1
  pause 1000 ms
  move mySprite with buttons
  
```