

NATIONAL ARCHAEOLOGY WEEK

Archaeology Arcade Game: Episode 5 – Worksheet

This episode is about adding sounds and additional levels to the game.

Q1. This 'testing' block of code allows you to compare two or more things against each other. For example: if the score of the game is equal to the amount of collectable fossils () then 'you win'. It is called an 'if' statement or a 'logic' statement. Each empty space in the block can 'test' for something different.



This block was used twice in making the archaeology game. How would you add additional empty spaces to the 'if' statement for more tests?

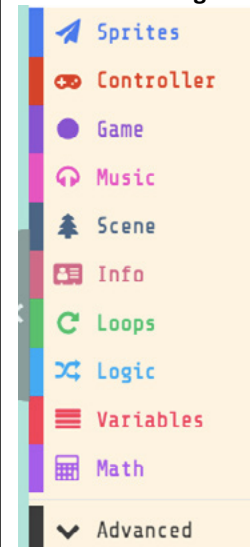
Q2. Why were two different sounds specifically added to the game?

Q4. What happens if you use this block of code?



Q5. Which category do you find this block:

Q3. Circle the category that contains 'if' statement blocks as well as comparison blocks for testing.



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

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Archaeology Arcade Game: Episode 5 – Code

Code for Episode 5.

```

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!"
  if pick random 0 to 10 < 5 then
    set tilemap to [ ]
  else if pick random 0 to 10 < 5 then
    set tilemap to [ ]
  else
    set tilemap to [ ]
  camera follow sprite mySprite
  set mySprite position to x 20 y 15
  set blanktiles to array of all [ ] locations
  set walls 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 gaspine to sprite of kind artifact
      place gaspine 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
  for element value of walls
    do
      set hardwalls to sprite of kind wall
      set hardwalls 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
  play sound ba ding
  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
  play sound power down
  change life by -1
  destroy otherSprite with ashes effect for 1000 ms
  move mySprite with buttons vx 0 vy 0
  pause 1000 ms
  move mySprite with buttons
  
```

- Tasks:**
- can you add another collectible item, such as a tool, a pot, or a pan?
 - can you add another unique level (tilemap) which can be played randomly?
 - can you add a load-screen (background) before the game starts?