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?

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

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

Q5. Which category do you find this block: pick random 0 to 10
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**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?