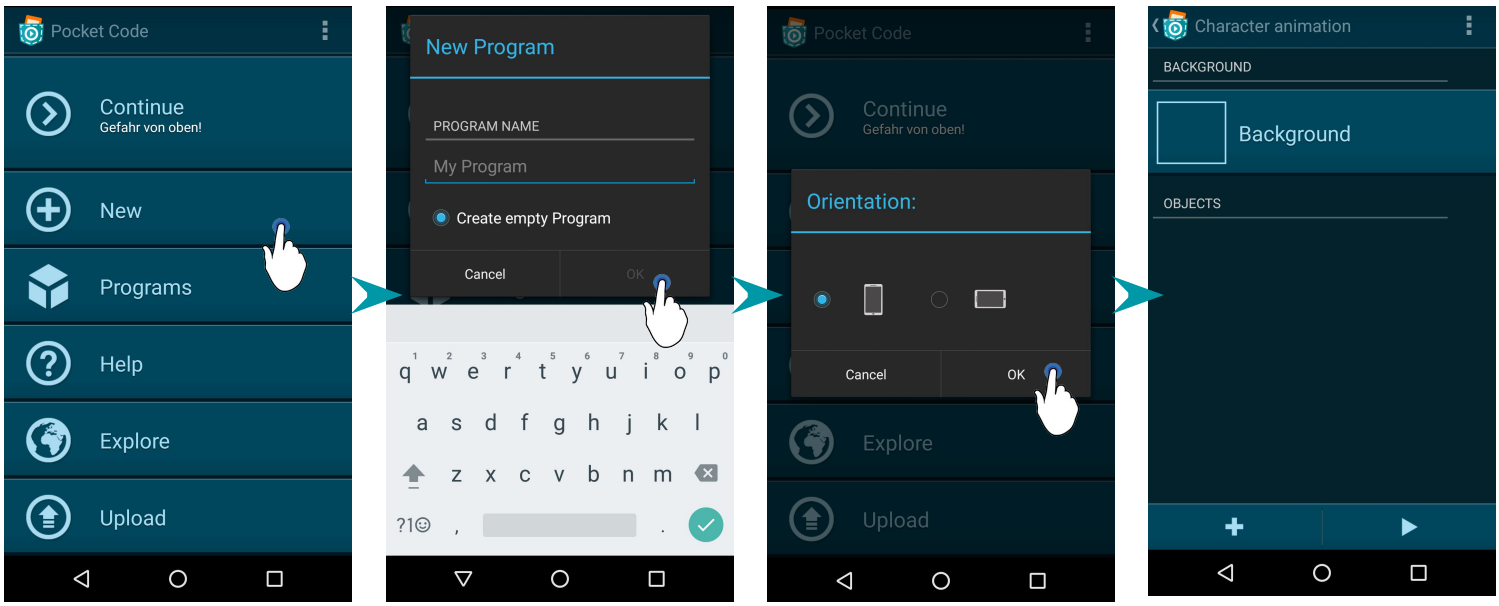
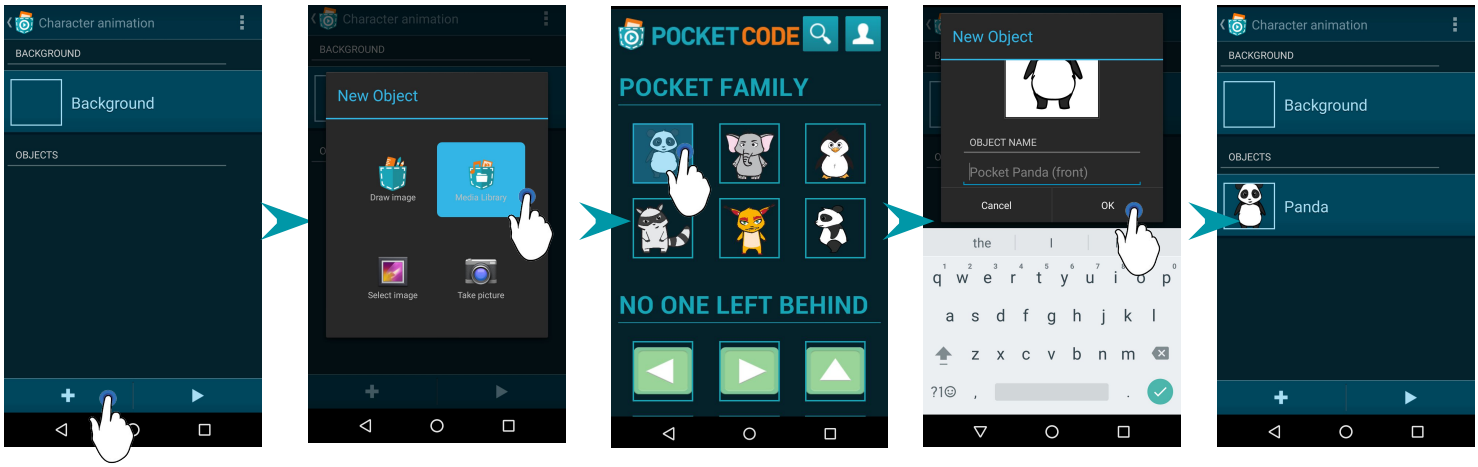
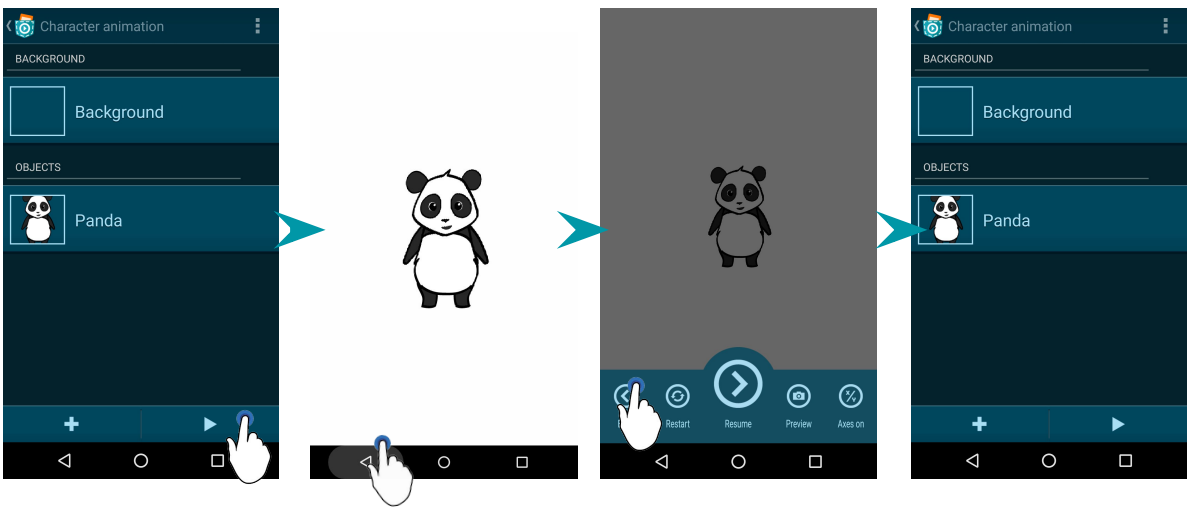
1) How do I create a new program?



2) How do I add a new object?

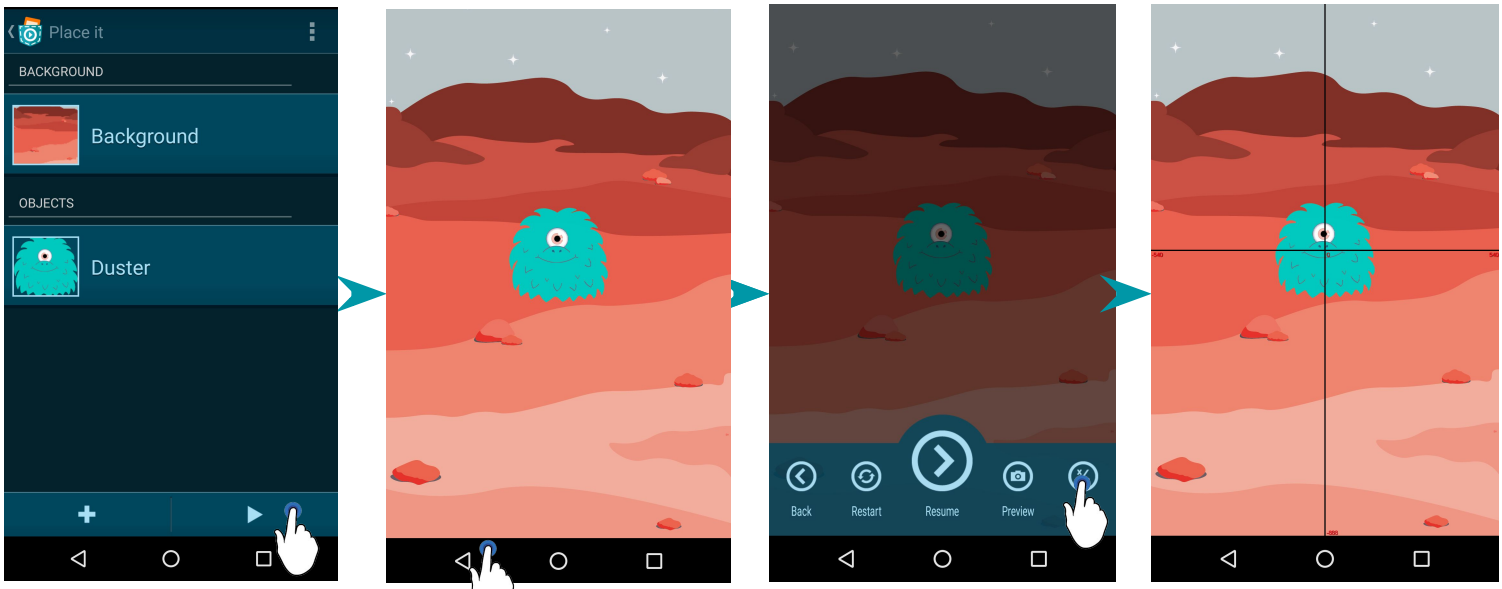


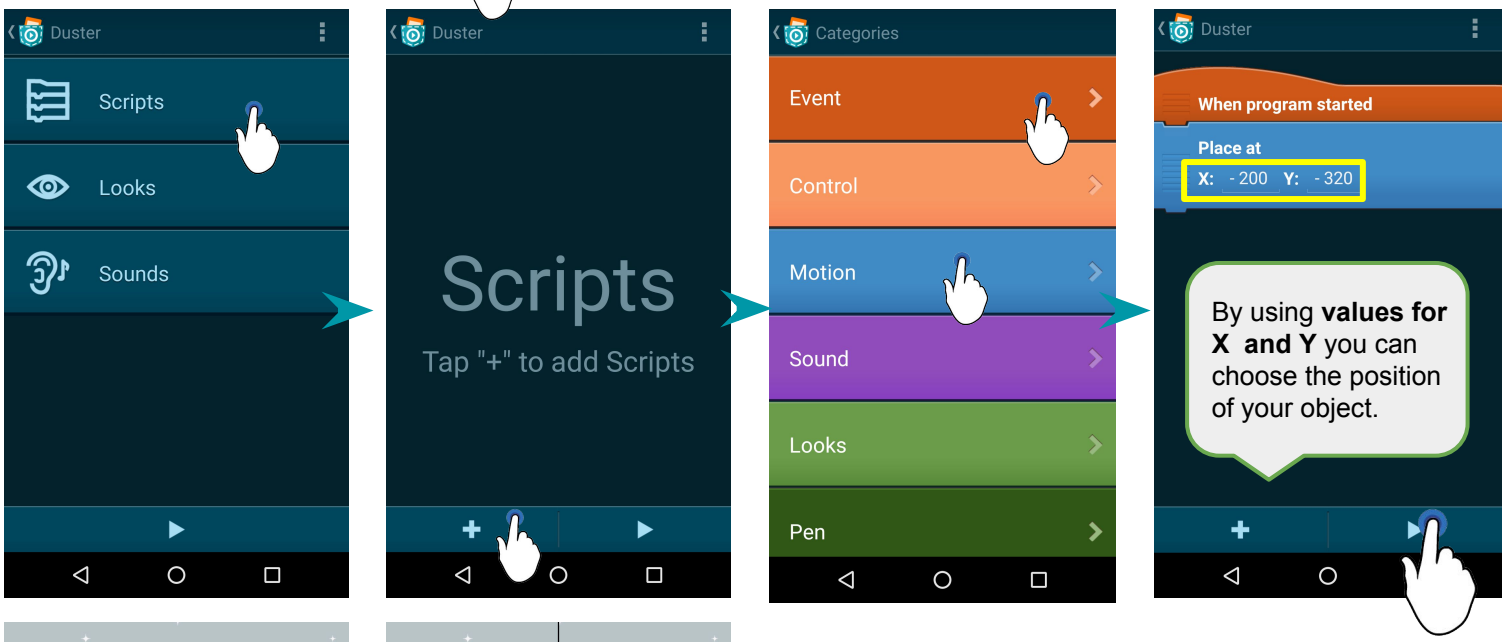
3) How do I start my program?

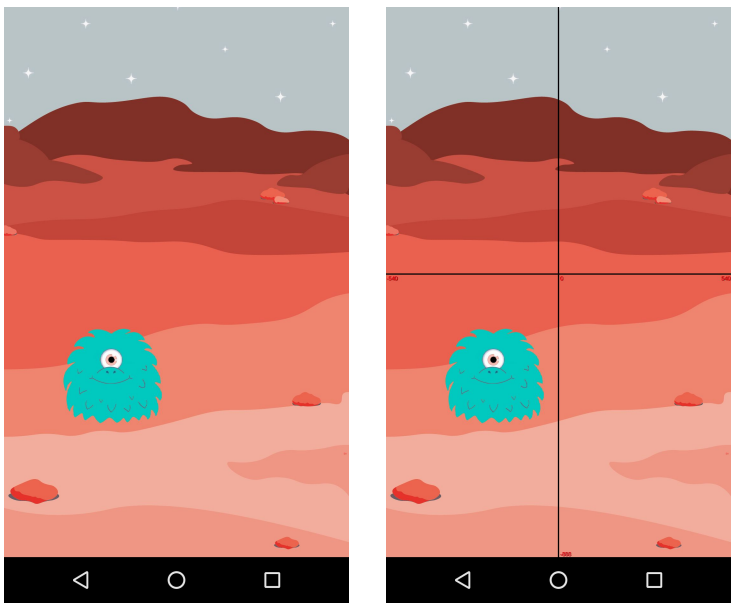


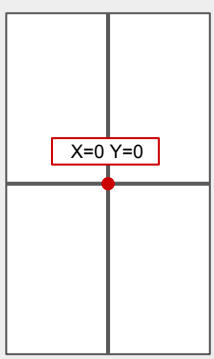
4) How do I place my object on the stage?

Create a new program. In this game you need one new object. This will be placed at a specific location within the coordinate system.







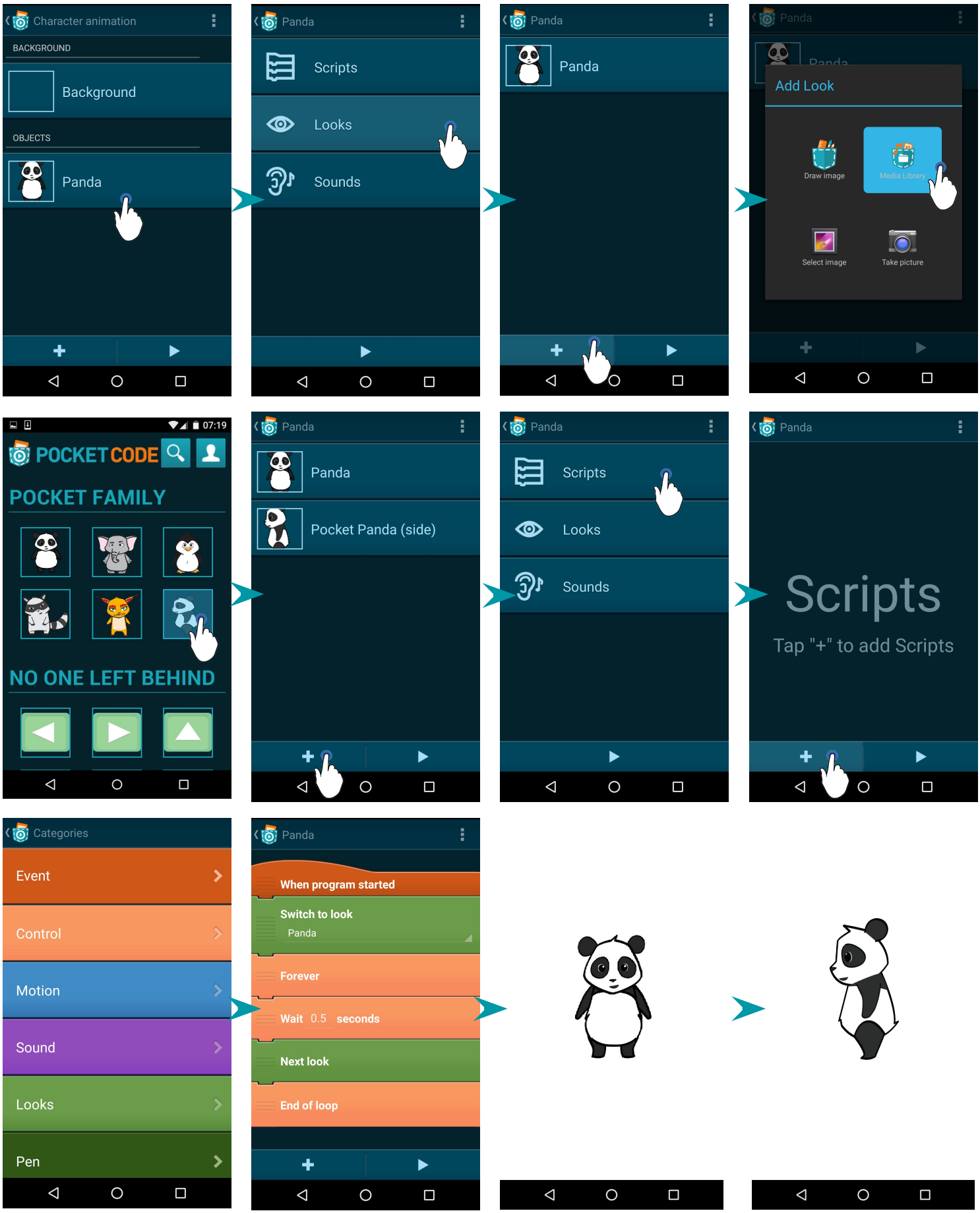


The coordinate system is similar to a football field, you can place every player/object on a certain position.
If you do not specify this position the object will be placed automatically on **X=0** and **Y=0**. This position is the **midpoint** of the stage.

EXPLANATION

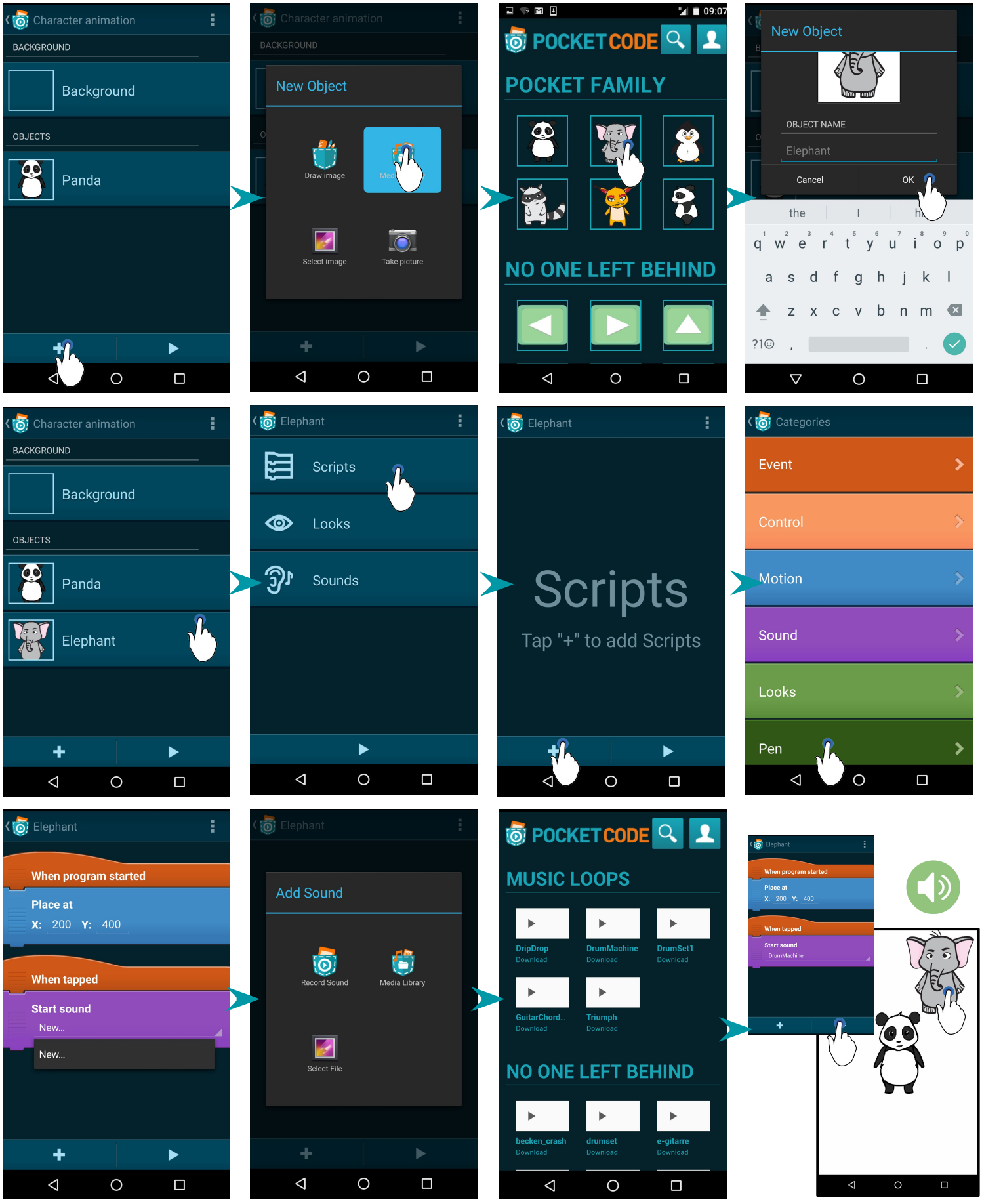
5) How do I animate my object?

Create a new program. In this game you need a new object with two looks, which then change continuously.



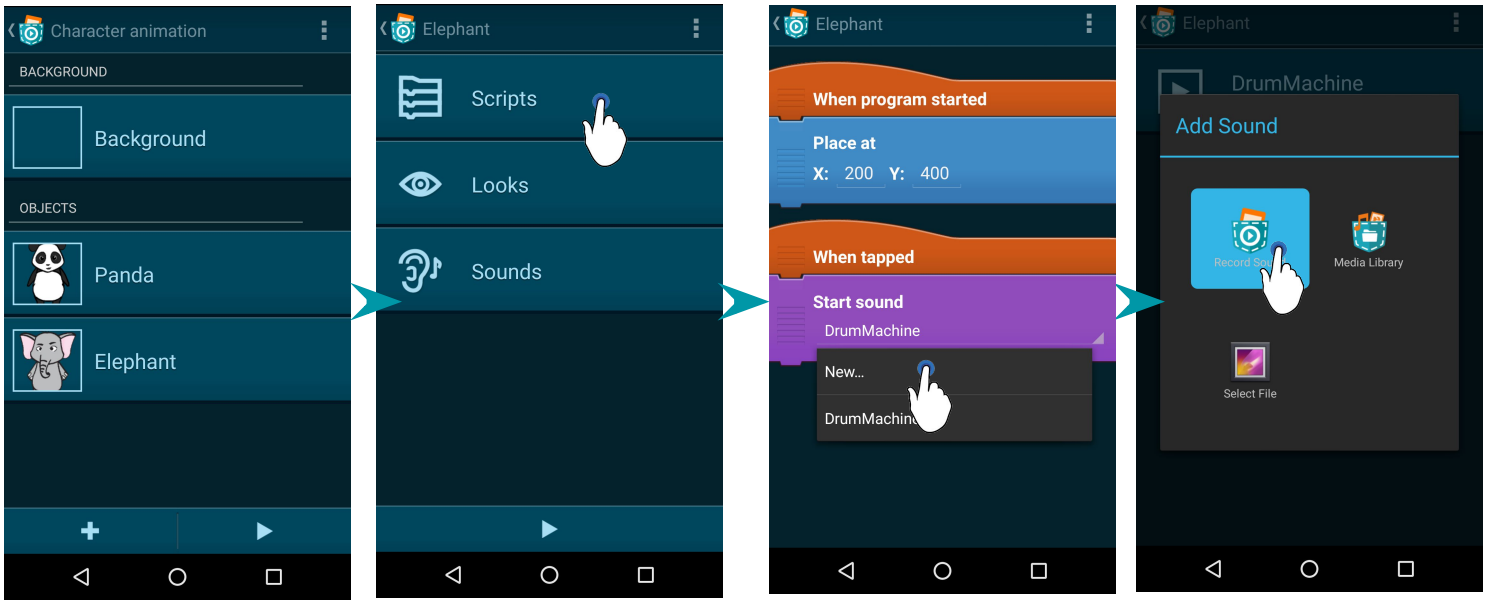
6) How do I add a sound?

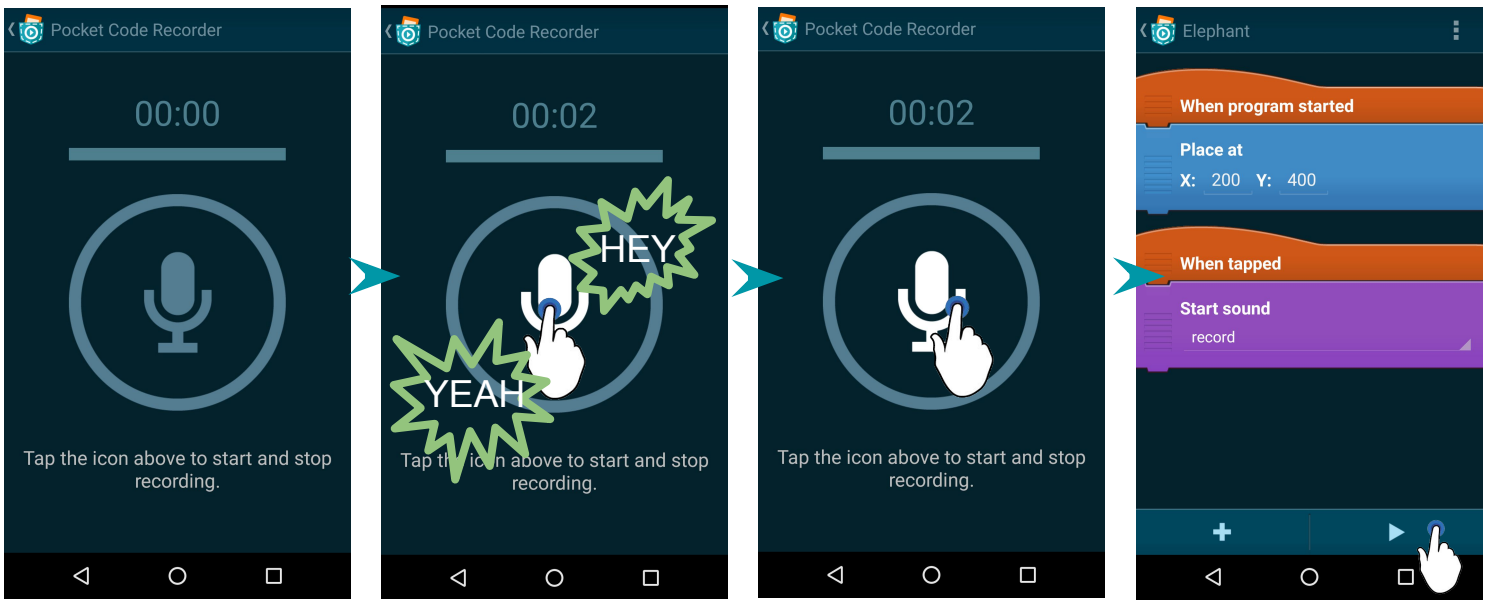
Create a new program. Add a new object. The new object should play a sound when tapping it.

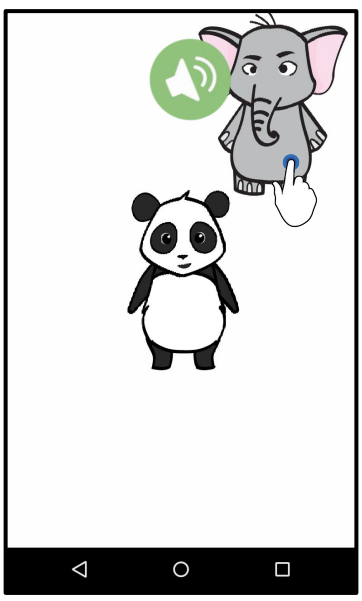


7) How can I record my own sound?

Instead of downloading and playing a finished sound, you can record it yourself. We show you how to do it!





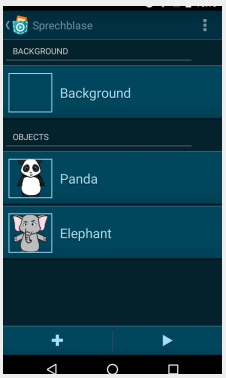


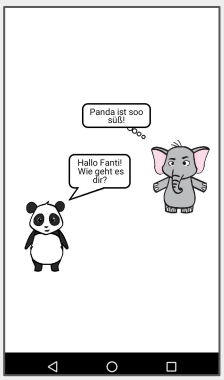
Start sound and wait
DrumMachine

You can also use the *start sound and wait* - Brick instead of the *start sound* Brick. This brick waits until the end of the recording and only then executes the attached bricks.

TIP!

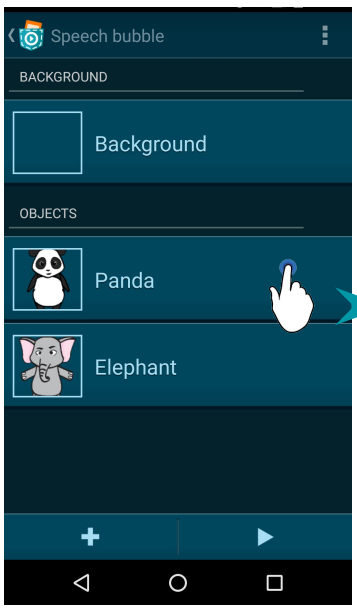
8) How do I add speech and think bubbles?

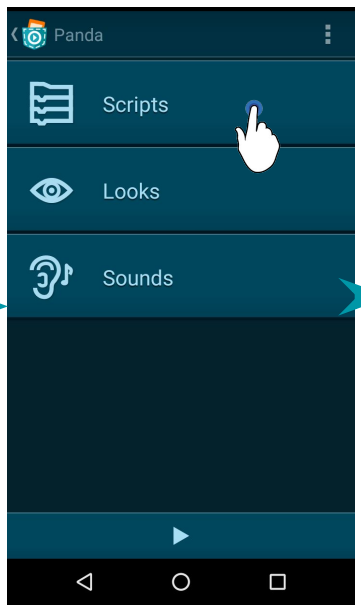


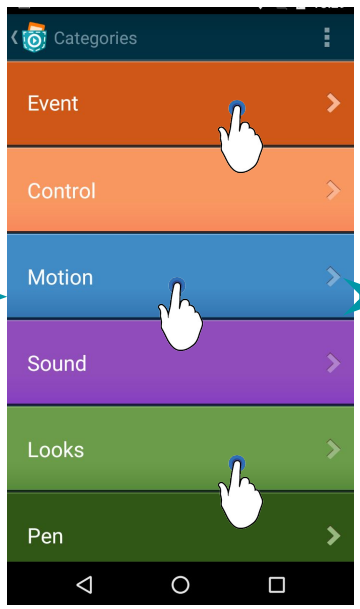


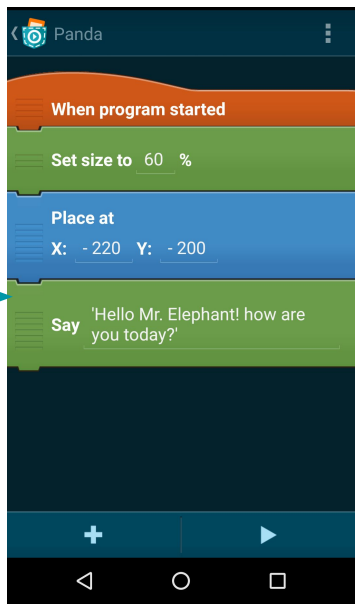
We'll show you how you can use speech and think bubbles in your game!

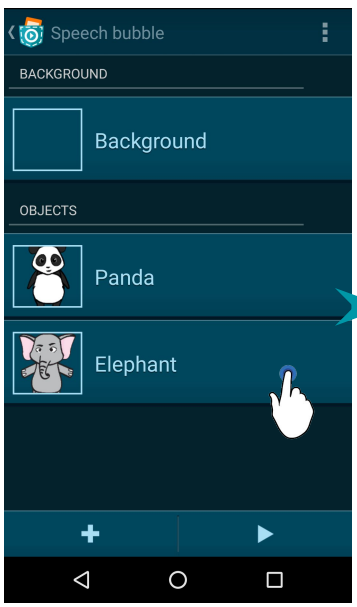
INSTRUCTIONS:
Create a new program. In this game you will need two new objects. Add the bricks shown below and you have already created a speech bubble!

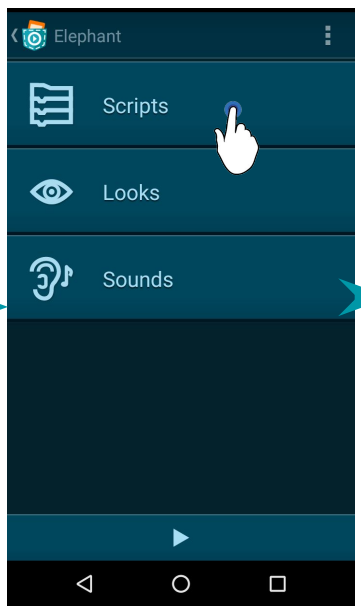


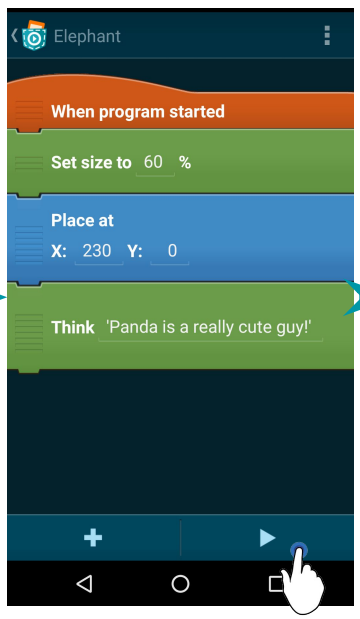


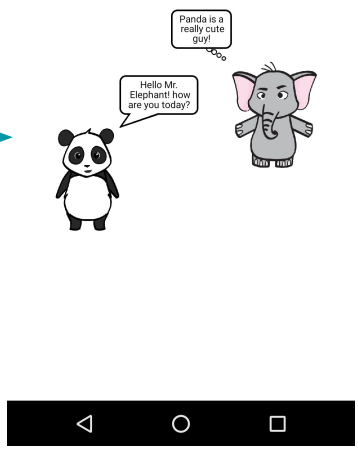






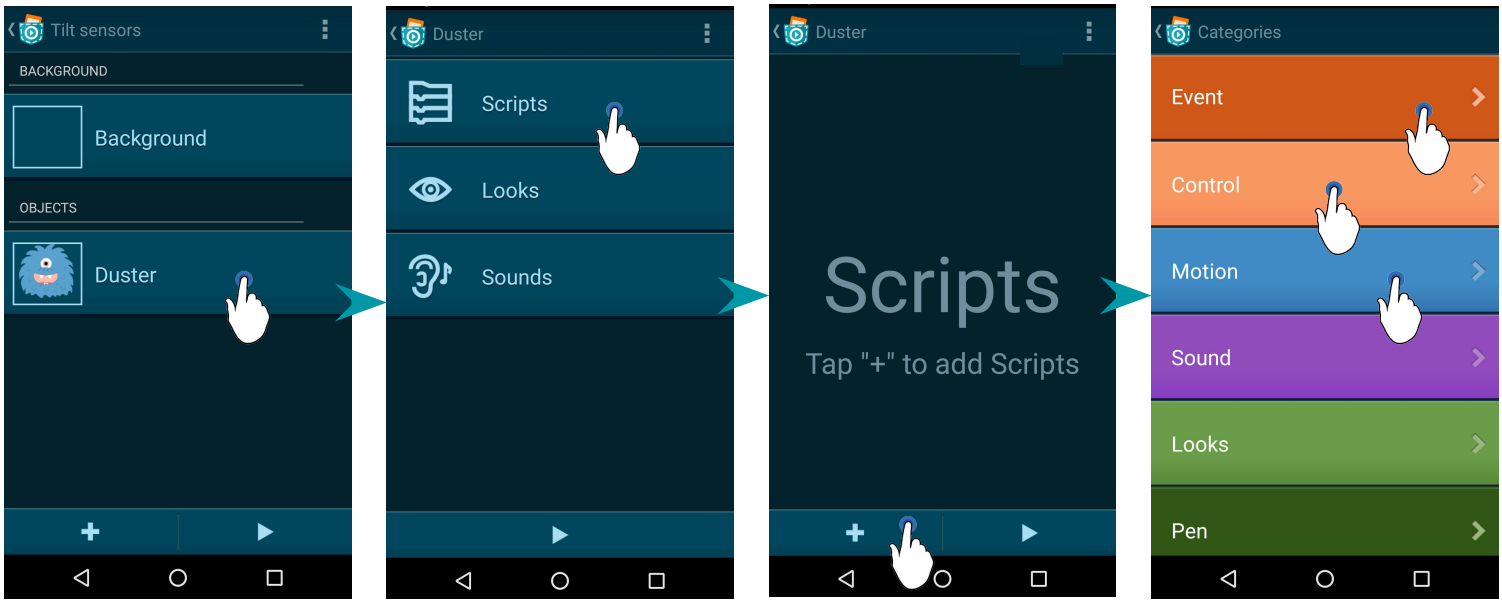


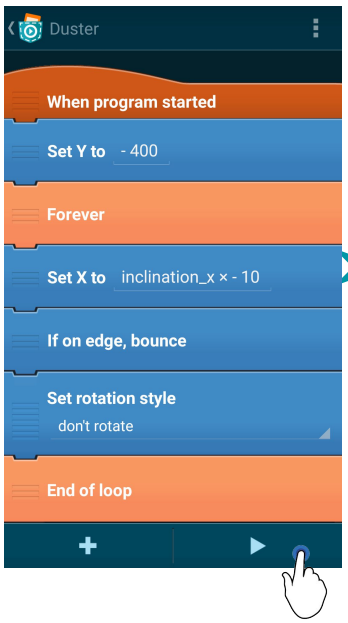


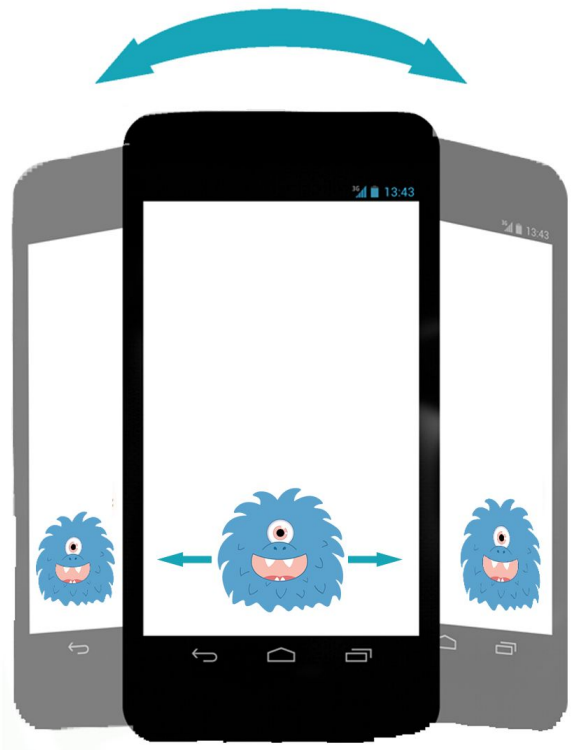


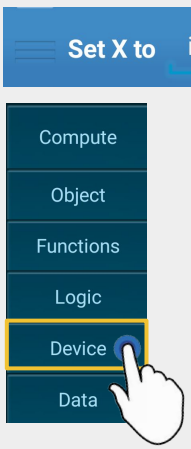
9) How can I use tilt sensors to control an object?

Create a new program. Add a new object. This object should move to the right and left when you tilt your smartphone.





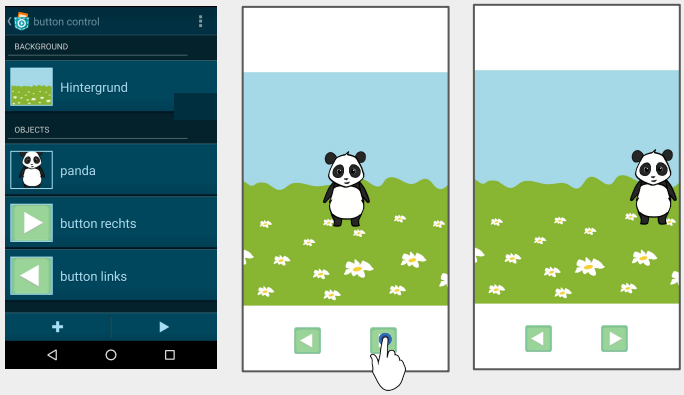




You find the **inclination sensors** in the formula editor by tapping on *Device*.

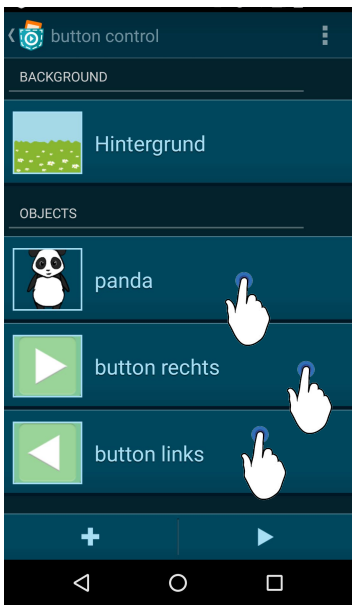
TIP

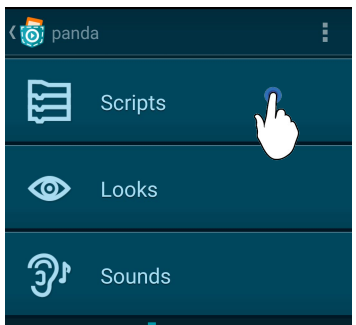
10) How can I use buttons to control my object?



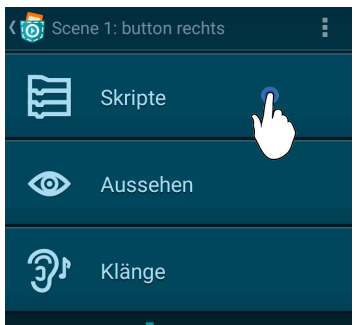
We'll show you how to use buttons to control your object.

INSTRUCTIONS:
Create a new program. You need three new objects. Depending on whether you click on the left or right arrow, the panda moves accordingly.

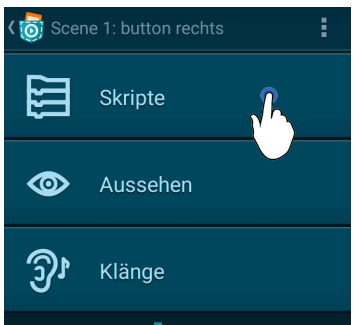




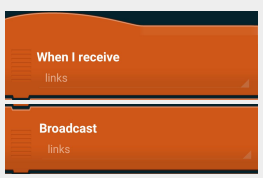
These are the bricks for our object **panda**.



These are the bricks for our object **button rechts.**

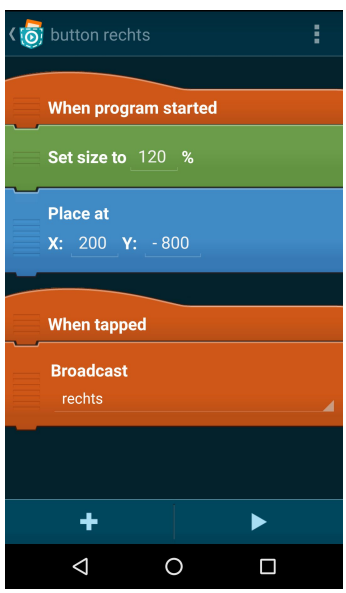


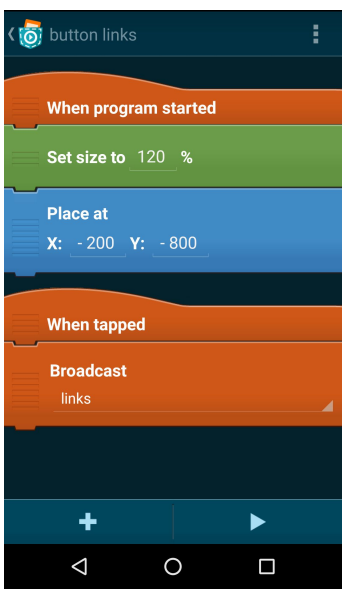
These are the bricks for our object **button links.**



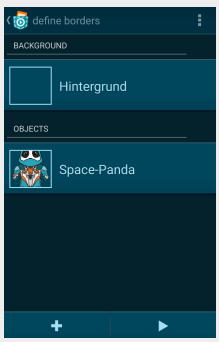
Objects can communicate with each other by sending **broadcast** messages.

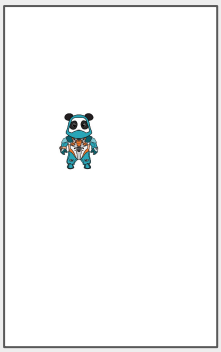
TIP

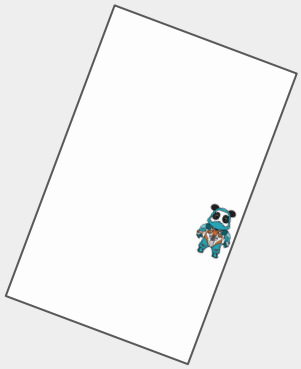




11) How can I prevent my object from leaving the screen?

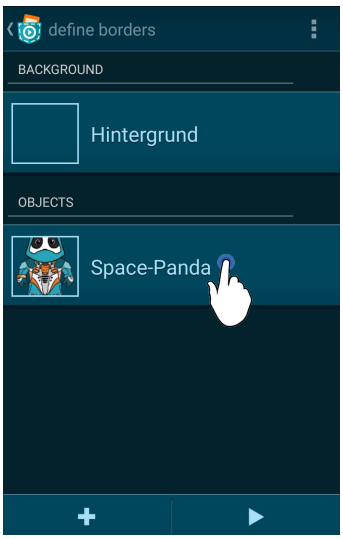


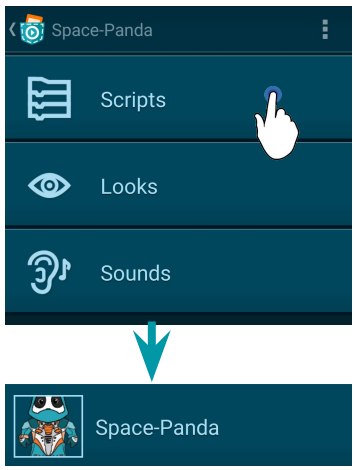




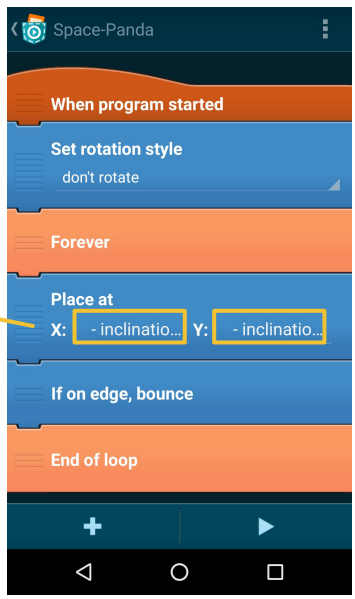
We'll show you a trick how you can easily prevent your object from leaving the screen.

INSTRUCTIONS:
Create a new program. In this game you need a new object which can be controlled with the tilt sensors.

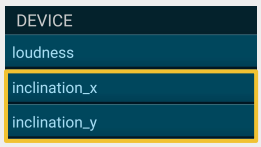




These are the bricks for our object **Space-Panda.**



You find the **inclination sensors** in the formula editor by tapping on *Device*.

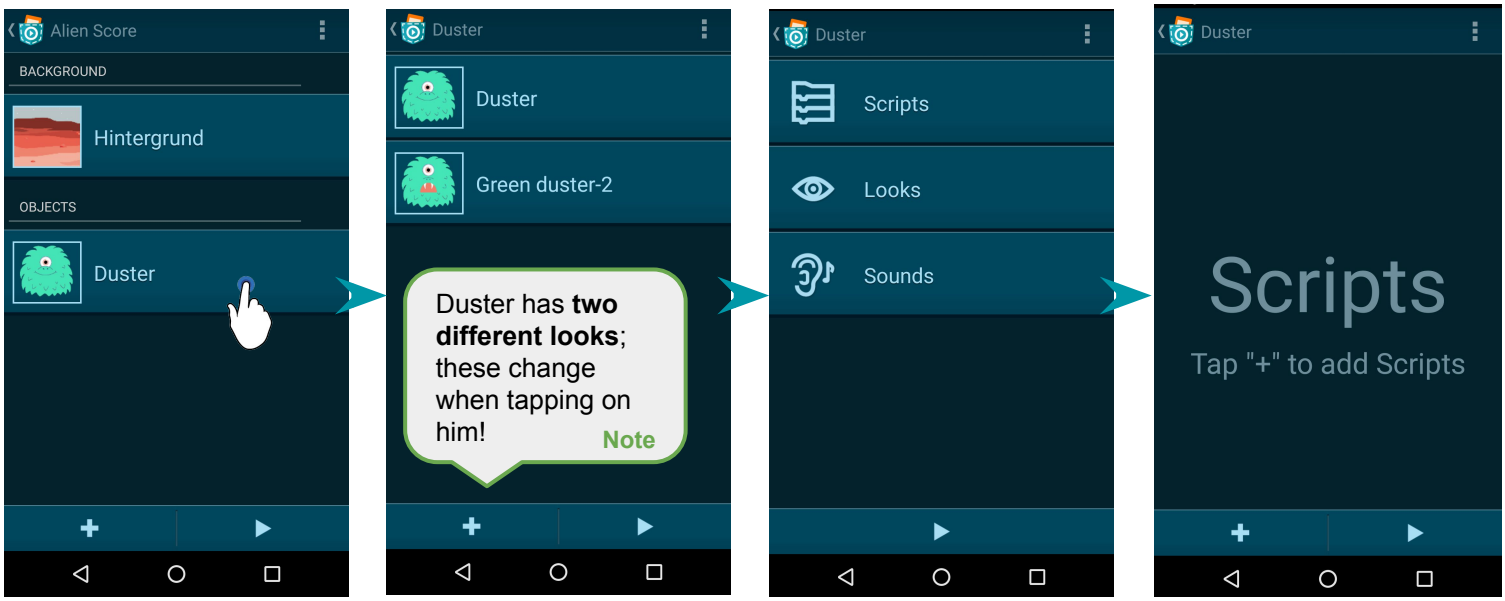


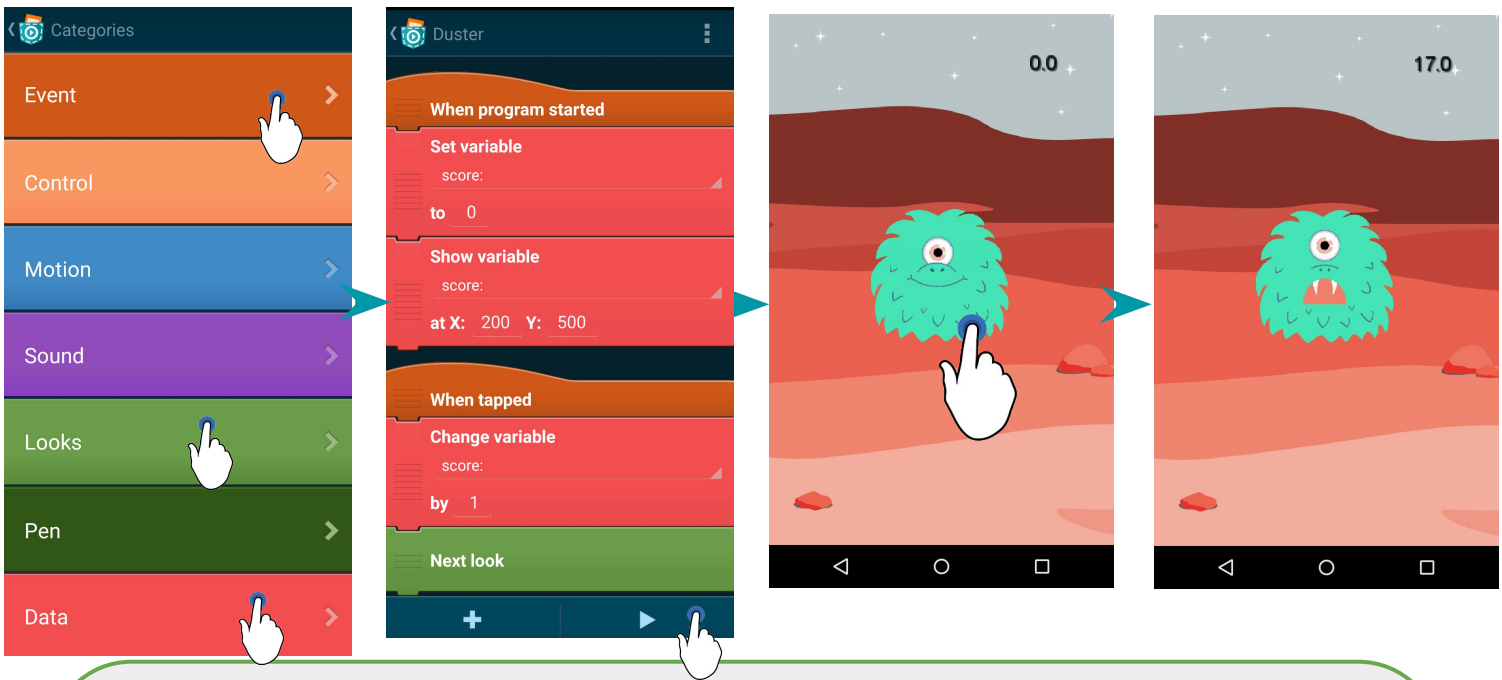
NOTE

For our example you need:
X: - **inclination_x x 20**
Y: - **inclination_y x 20**

12) How can I get a score in my game?

Create a new program. In this game you need a new object with two looks. Each time you tap the alien, the score increases.



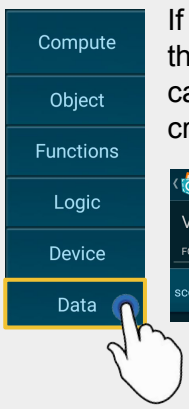


Set variable
score:
to 1.0

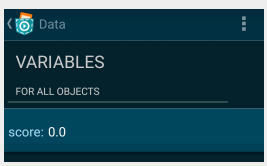
Change variable
score:
by 1.0

Show variable
at X: 100 Y: 200

You need to create a new **variable e.g, *score*.** This variable saves a certain value and shows it again on the screen.
For creating, changing and showing a variable you will need the bricks on the left.

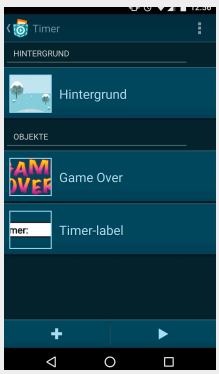


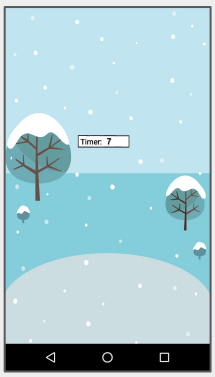
If you tap on *Data* in the formula editor you can display all your created variables.



NOTE

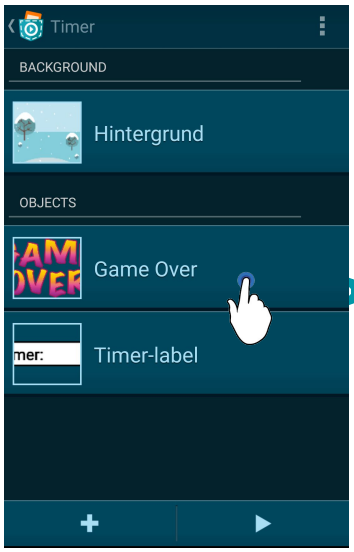
13) How can I add a timer to my game?

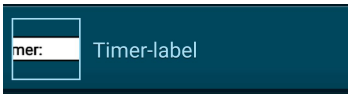


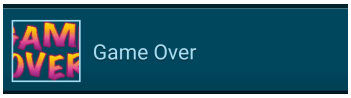


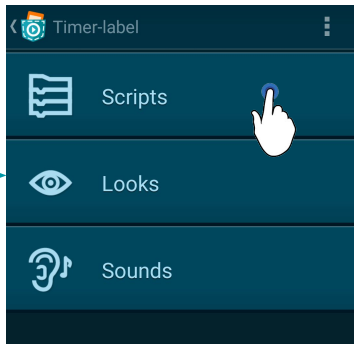
We'll show you how to add a timer to your game.

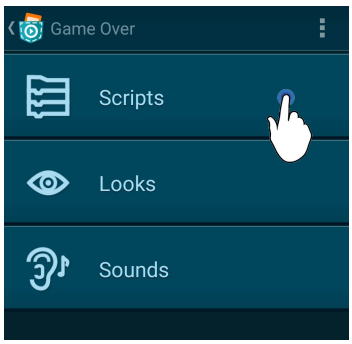
INSTRUCTIONS:
Create a new program. In this game you need two new objects. The timer counts from 10 to 0, then a game over screen is displayed.

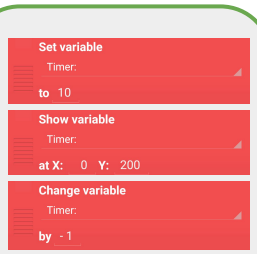






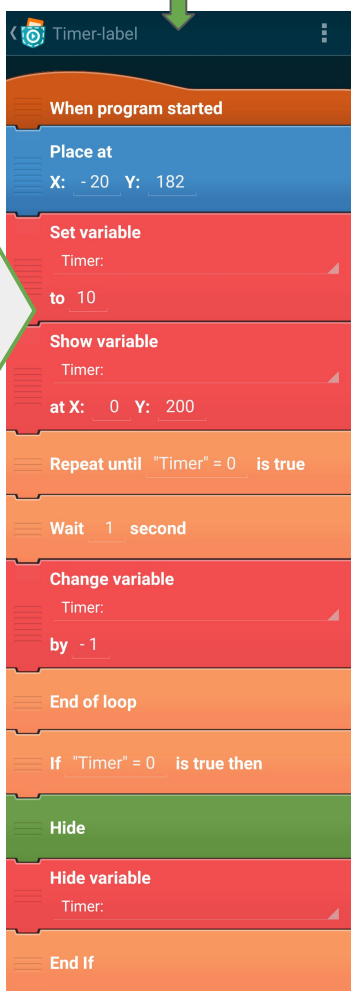


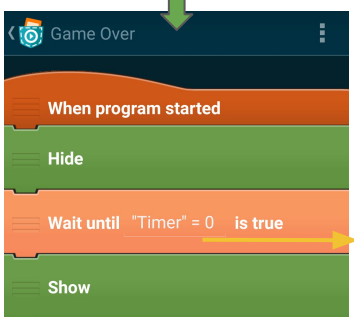


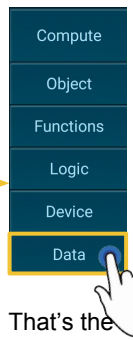


You need to create a new **variable e.g., *timer***. This variable saves a certain value and shows it on the screen.

NOTE

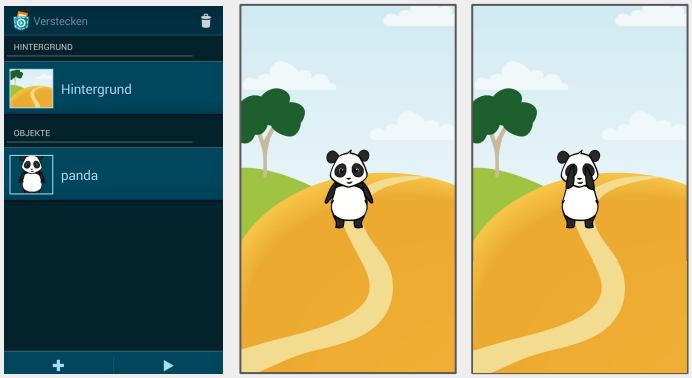






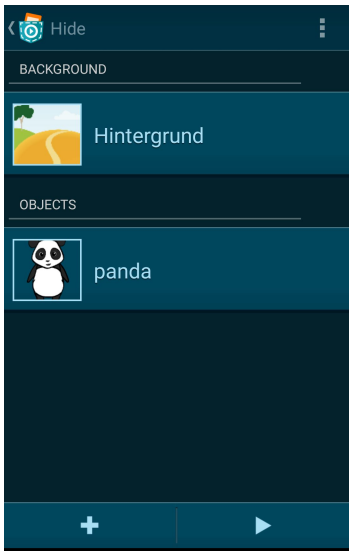
That's the variable **timer** you created for the object *timer label*. Tap on Data to include it here.

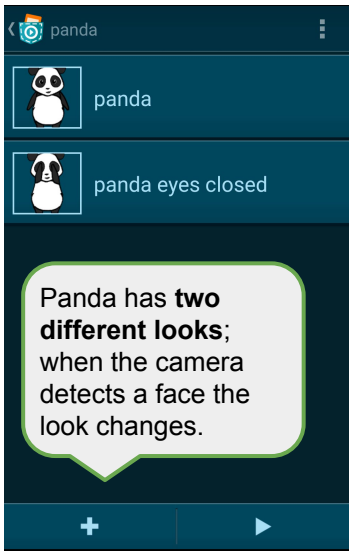
14) How does the face recognition work?

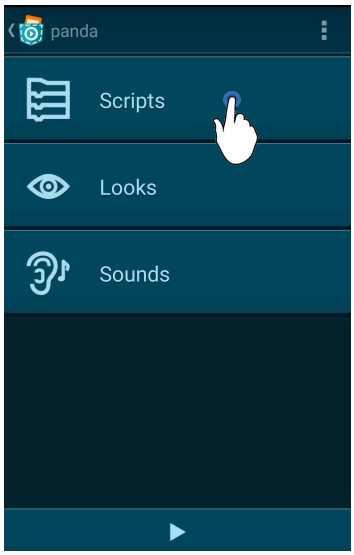


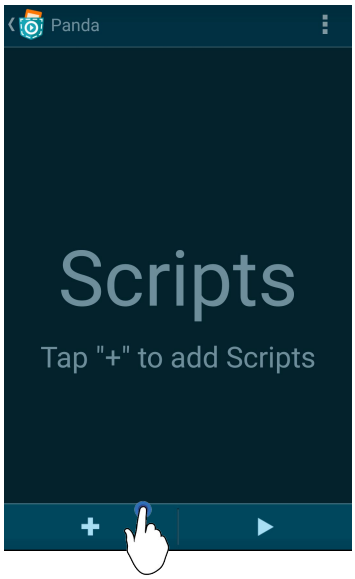
We will show you how to use face recognition in your game.

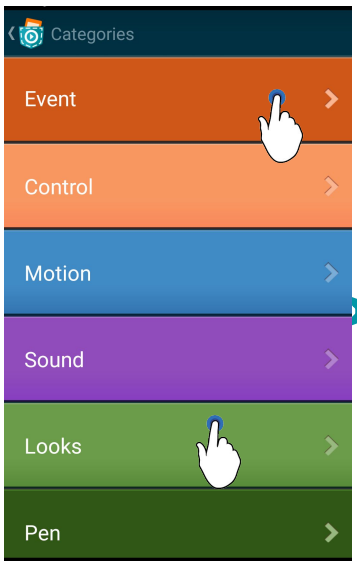
INSTRUCTIONS:
Create a new program. In this game you need a new object with two looks. If you look at the Panda, he hides from you because your camera recognizes your face.

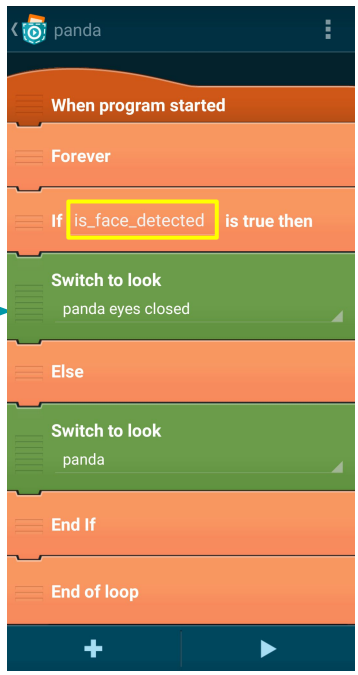












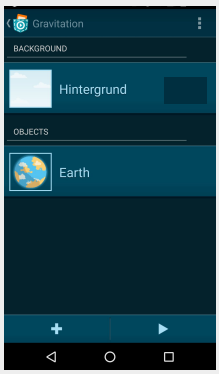
1. Compute / Object / Functions / Logic / Device / Data

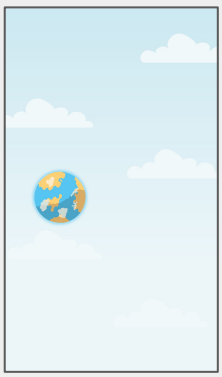
When you tap on *Device* in the formula editor you can call the Face Detection category. Select 'is_face_detected'.

2. FACE DETECTION
is_face_detected
face_size
face_x_position

TIP!

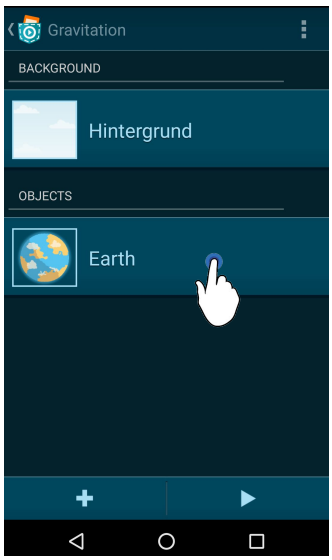
15) How do I control an object by using gravitation

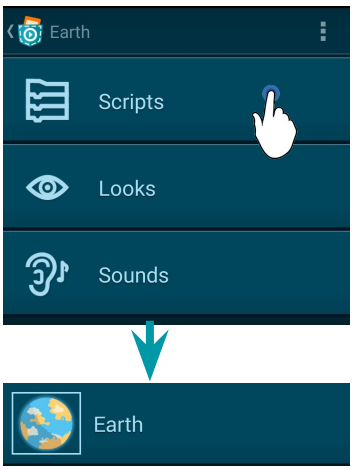




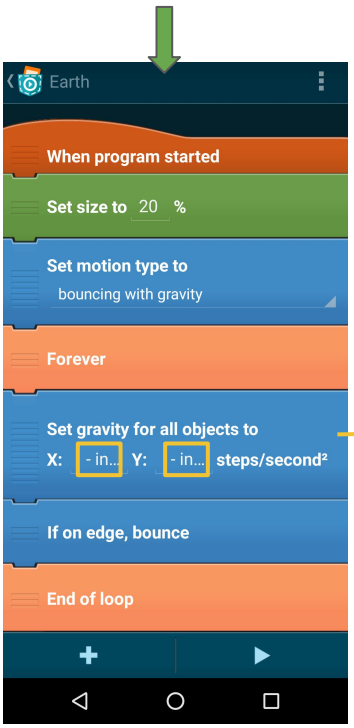
We will show you how to use gravity to control an object.

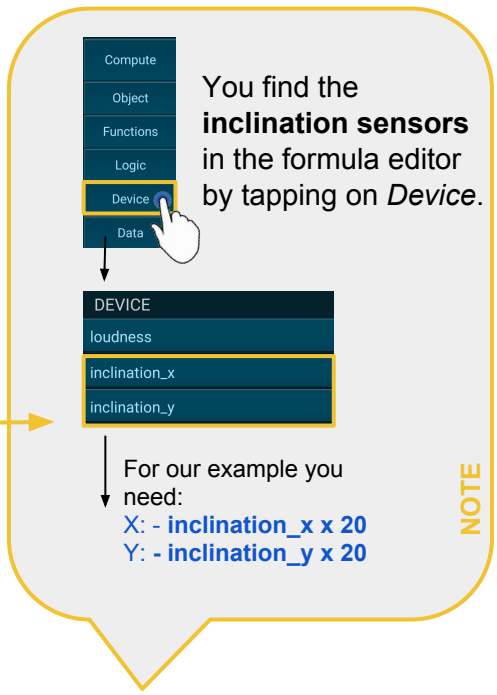
INSTRUCTIONS:
Create a new program. In this game you need a new object. When you move your mobile device, your object moves accordingly.



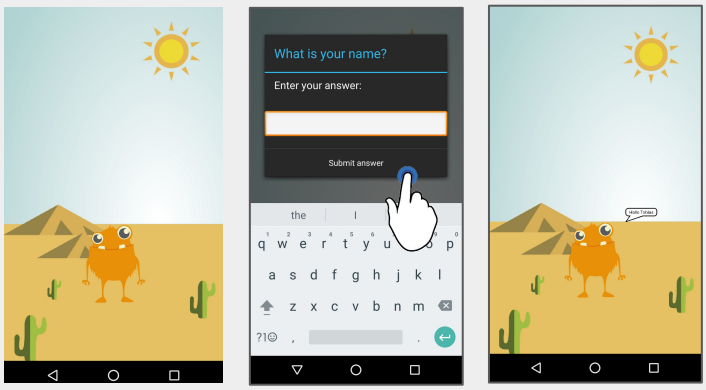


These are the bricks for our object **Earth.**



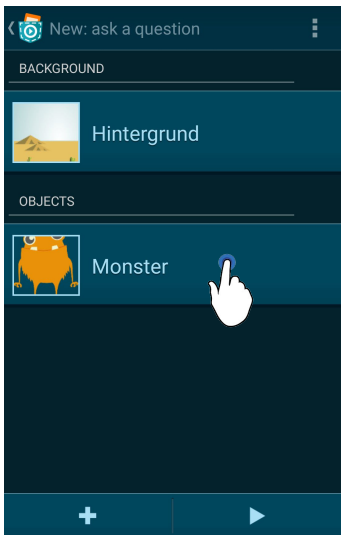


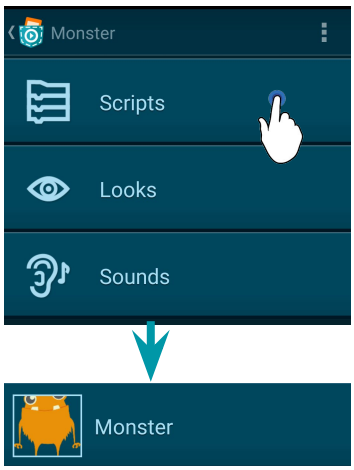
16) How can I ask a question?



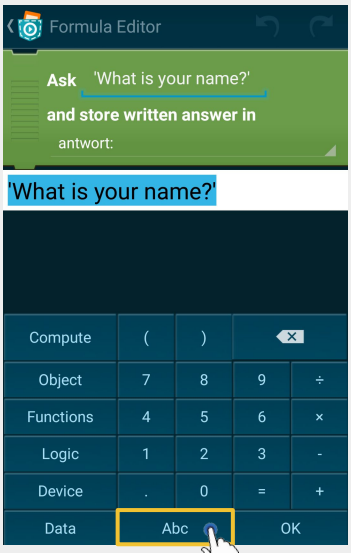
We'll show you how to make your game even more interactive by using text input - e.g. for a quiz or a narrative.

INSTRUCTIONS:
Create a new program. In this game you need one new object.





These are the bricks for our object **Monster.**

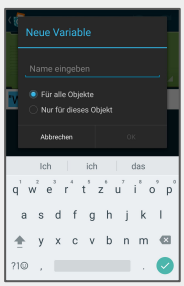


NOTE

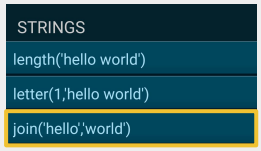
Use the **keyboard (Abc)**, to write your question.

NOTE

Create a new variable e.g., **antwort**.

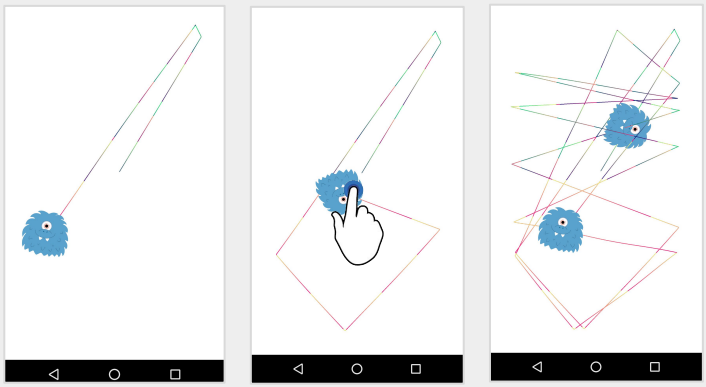


You will find the function **join** by clicking on *Functions* in the formula editor.



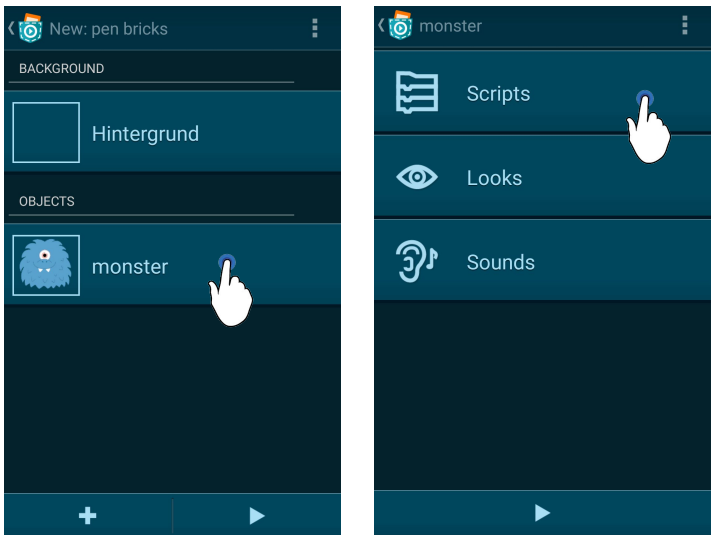
NOTE

17) How do I draw lines and use the stamp tool?



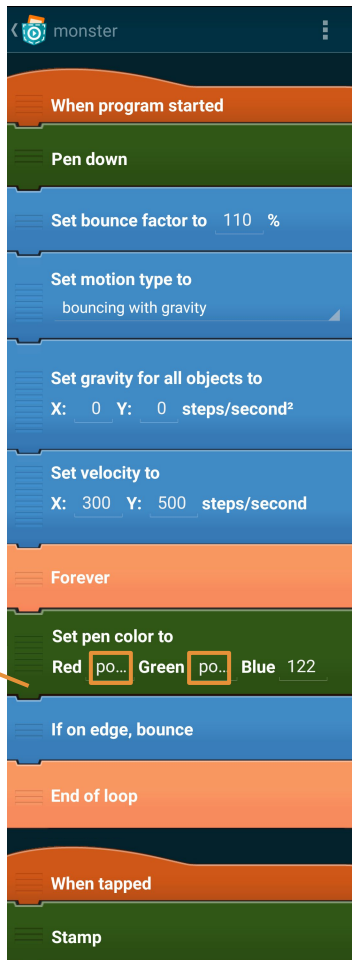
We will show you how your object can draw lines and create clones of itself by tapping on it.

INSTRUCTIONS:
Create a new program. In this game you need one new object.



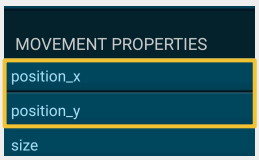
monster

These are the bricks for our object **monster.**



If you do not want to specify a fixed color value, you can also use the respective X and/or Y position of your object.This will result in the rainbow look above.

You will find the **position_x** und **position_y** if you tap on *Object* in the formula editor.

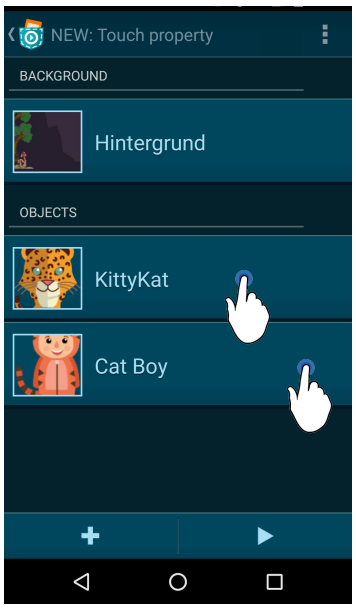


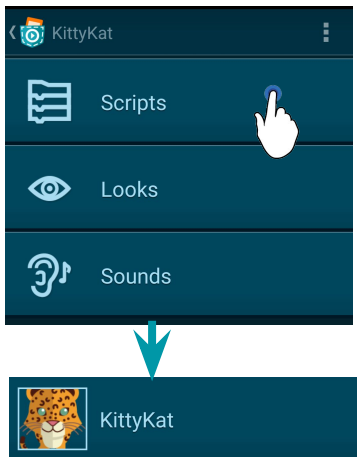
NOTE

18) How do I program a collision between 2 objects?

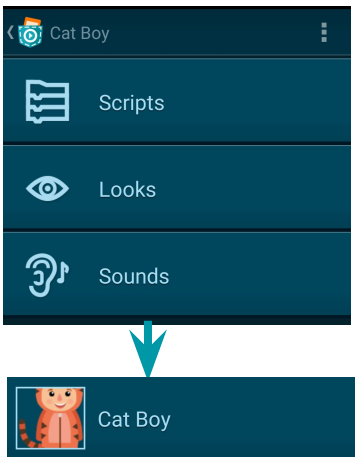
We show you how to program a collision and how the object disappears as soon as the second object touches it. Catch the kitten!

INSTRUCTIONS:
Create a new program. In this game you need two objects. One of them can be controlled with the tilt sensors.

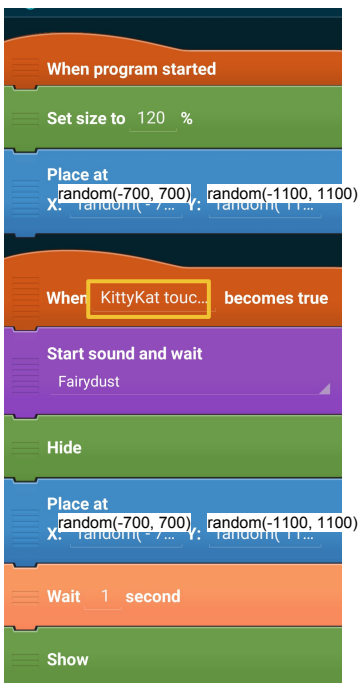


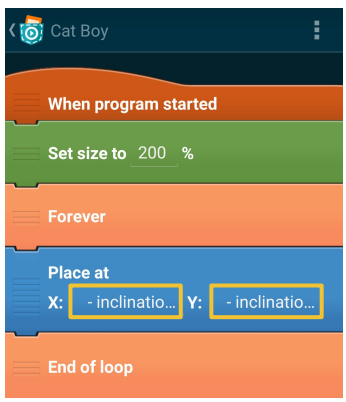


These are the bricks for our object **KittyKat.**

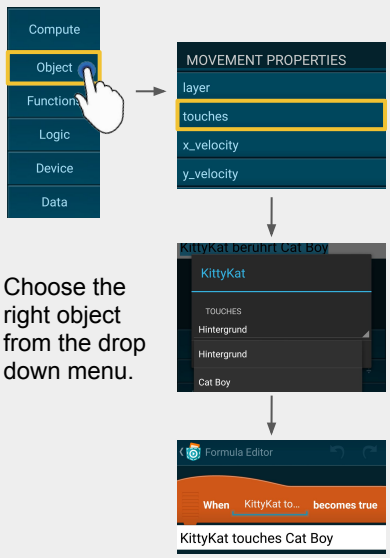


These are the bricks for our object **Cat Boy.**





You will find the function **touches** when you tap on *Device* in the formula editor.



Choose the right object from the drop down menu.

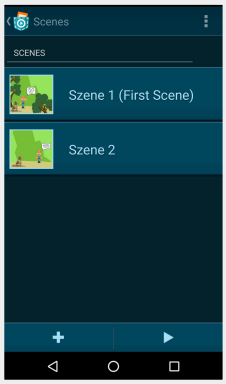
NOTE

You find the **inclination sensors** in the formula editor by tapping on *Device*.

For this example use:
X: **- inclination_x x 10**
Y: **- inclination_y x 10**

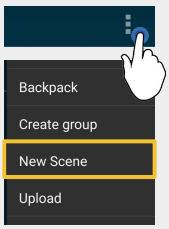
NOTE

19) How do I create a new scene?



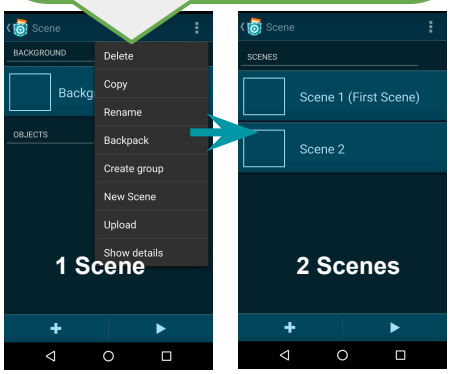
You can also split your game into several scenes / levels. Each scene is a self-contained program with its own objects and variables.

INSTRUCTIONS:
Create a new program. In this game you will create 2 scenes – each with its own object(s).



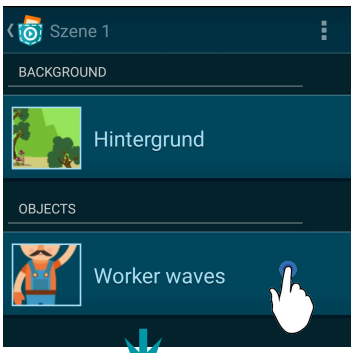
New scene:
You can add a new scene via the overflow menu.

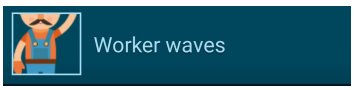
NOTE



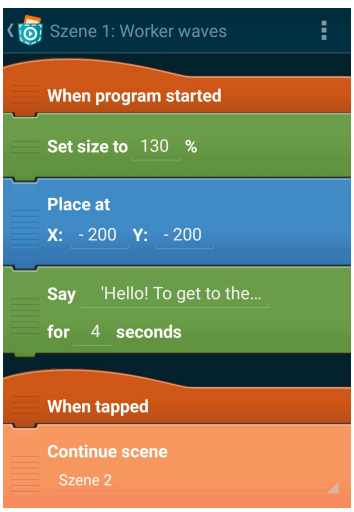
Working with scenes:
Once you've added a new scene, you can add a background and various objects to each scene, and also define when to go to the next scene. In the example, this works by tapping the object.

SCENE 1:

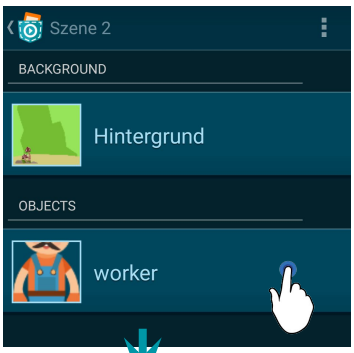




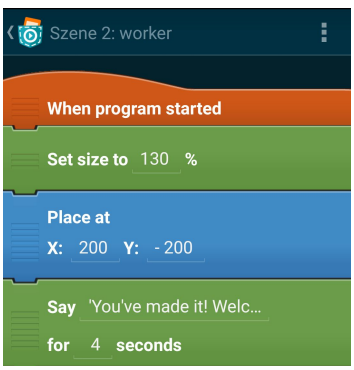
These are the bricks for our object **Worker waves**

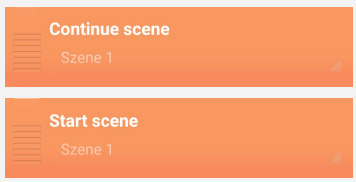


SCENE 2:



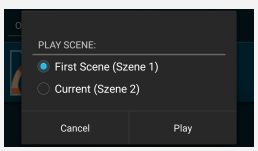
These are the bricks for our object **worker**





Hinweis!

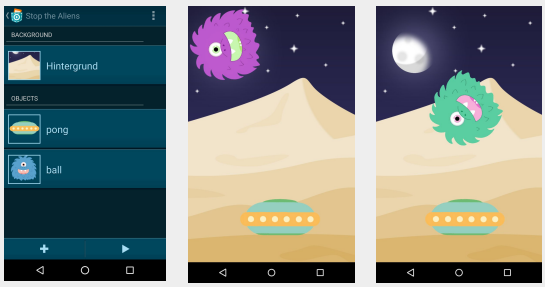
With these bricks you can control your scene transitions.



Hinweis!

If you tap on ▶ you can choose with which scene you want to start.

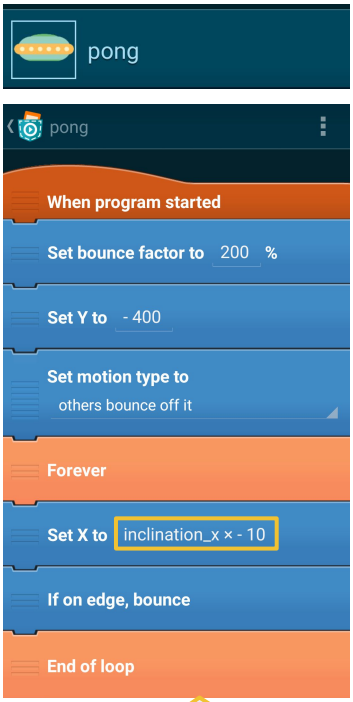
20) How do I let objects bounce - creating a pinball game?

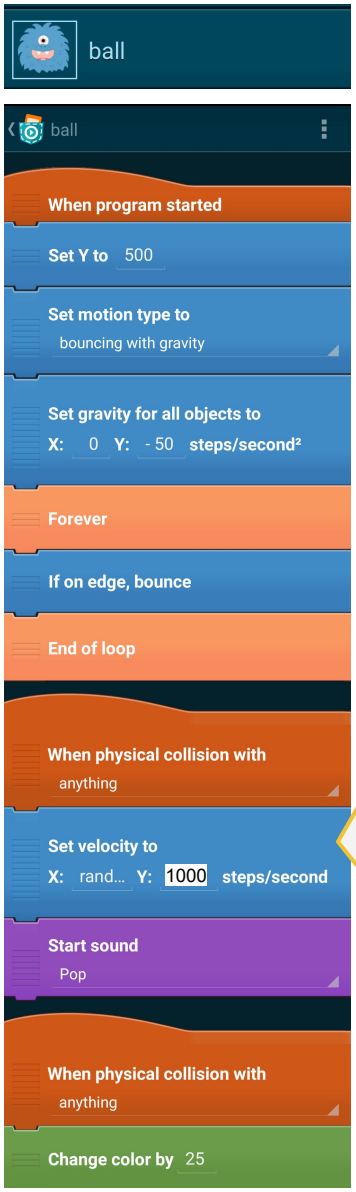


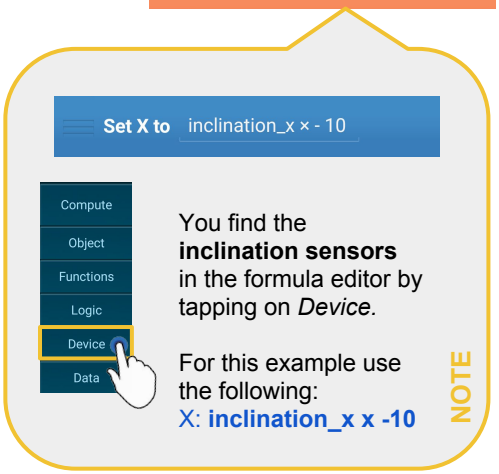
In this game the little alien bounces of the edges and the spaceship.

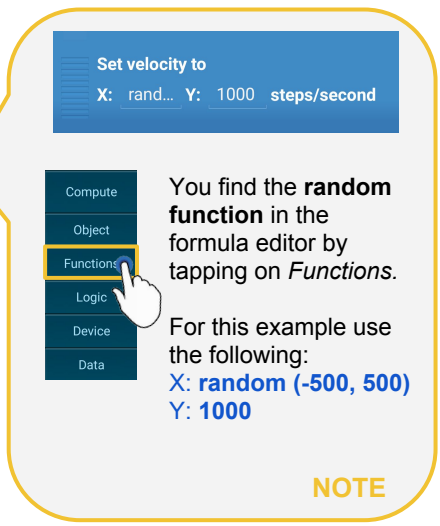
INSTRUCTIONS: Create a new program. In this game you need 2 new objects. The spaceship can be controlled via the tilt sensors.

These are the bricks for our objects **pong** and **ball**:

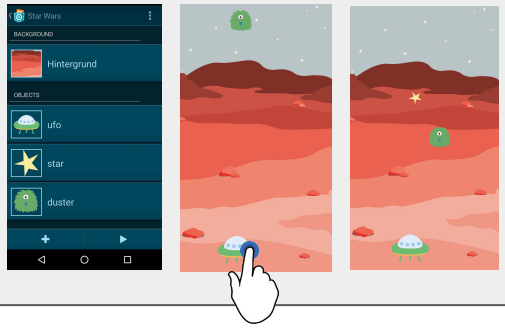








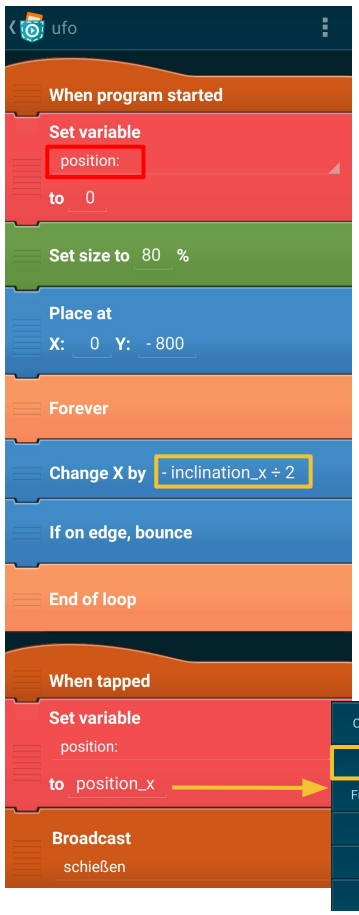
21) How do I create a Star Wars game?

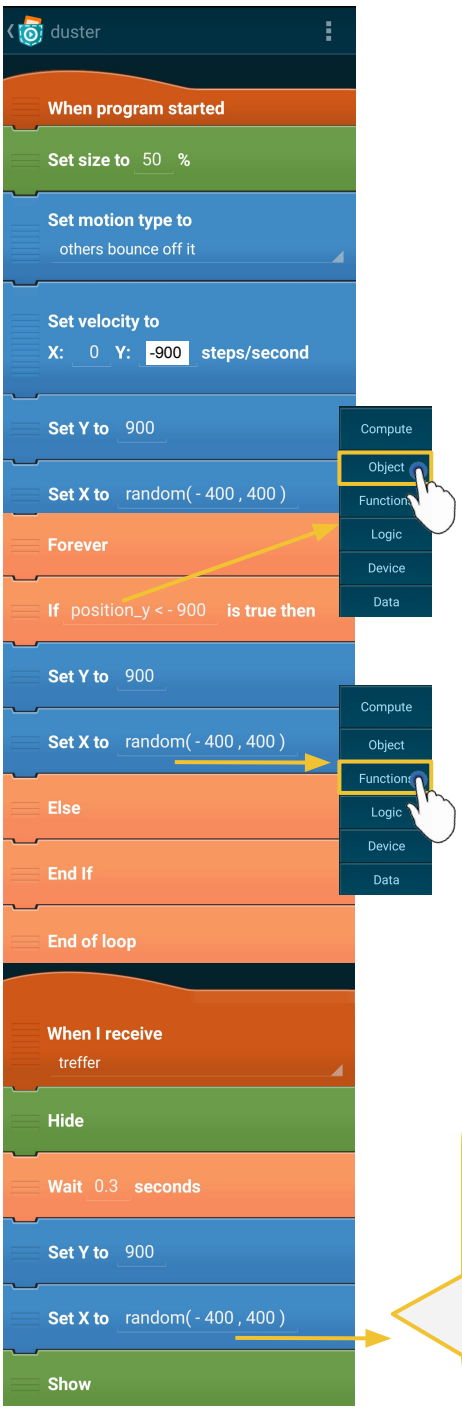


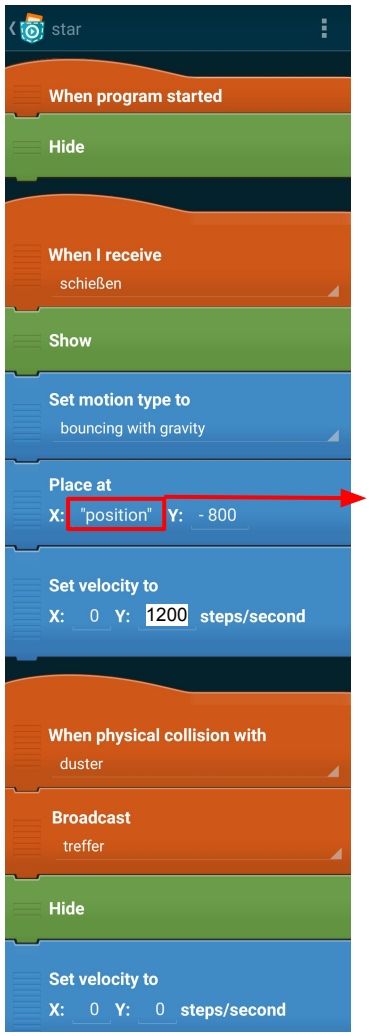
Shoot the aliens coming from above!

INSTRUCTIONS:
Create a new program. In this game you need 3 new objects. When you tap on the spaceship, stars are fired which can stop the aliens.

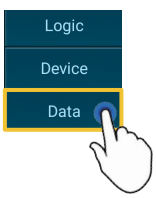
These are the bricks for our objects **ufo**, **duster** and **star**:





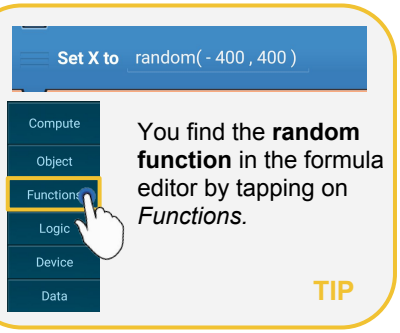


That's the variable **position** you created for the object *ufo*. Tap on Data to include it here.



You find the **inclination sensors** in the formula editor by tapping on *Device*.

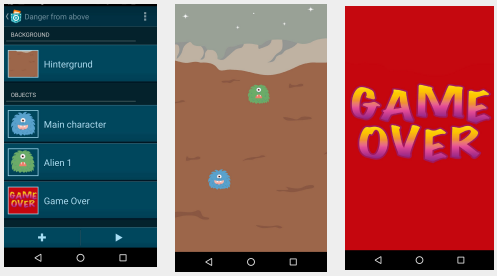
TIP



You find the **random function** in the formula editor by tapping on *Functions*.

TIP

22) How do I create a game where I have to avoid obstacles?



Try not to get hit by the aliens coming from above!

INSTRUCTIONS:
Create a new program. In this game you need 3 new objects.

These are the bricks for our objects **Main character**, **Alien 1** and **Game Over**: