




DESIGN WITH CONTEMPORARY
TECHNOLOGIES

SCRATCH GAME
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SUBMITTED TO-
PROF. JAY
DHARIWAL

INTRODUCTION TO SCRATCH

SCRATCH GAMES ARE VISUALLY FUN AND INTERACTIVE WAYS OF LEARNING CODING AND GAME DEVELOPMENT.

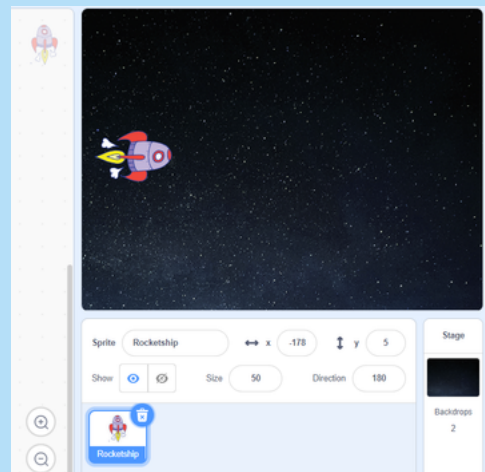
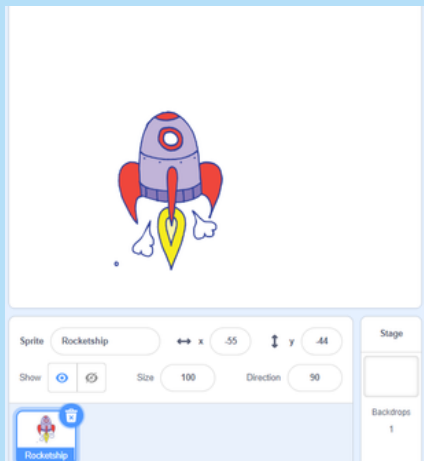
SCRATCH USES A BLOCK-BASED PROGRAMMING INTERFACE, WHERE USERS CAN DRAG AND DROP GRAPHICAL BLOCKS TO CREATE SCRIPTS. THESE BLOCKS REPRESENT CODE AND ARE DESIGNED TO BE INTUITIVE AND EASY TO USE, ESPECIALLY FOR CHILDREN AND BEGINNERS.

MY TAKE ON SCRATCH

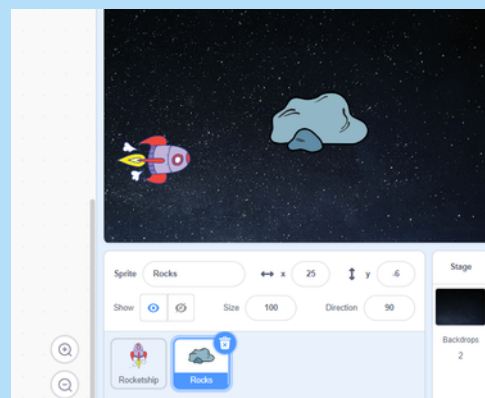
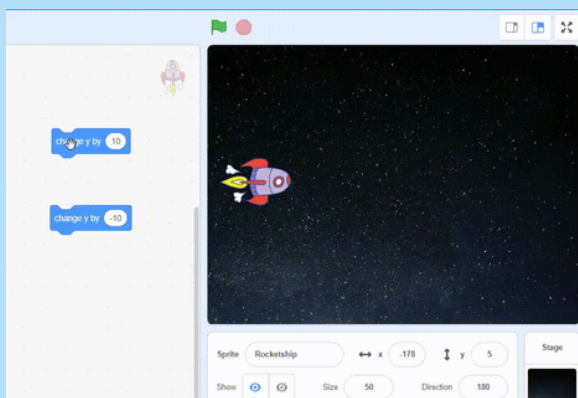
I TRIED MAKING A ROCK BLASTER GAME. A ROCK BLASTER GAME IS A GAME WHERE YOU [THE PLAYER] CONTROL THE ROCKETSHIP AND FIRE THE LASER TO BLAST THE SPACE ROCK. ABOVE, YOU CAN SEE A ROCKETSHIP SHOOTING A LASER, AND IF THE LASER TOUCHES THE ROCK, THE ROCK BLASTS, AND THE SCORE WILL INCREASE BY 100. USING THE UP AND DOWN ARROW KEYS, YOU CAN CONTROL THE DIRECTION OF THE ROCKETSHIP IN THE UP AND DOWN ORDER.

THIS IS THE APPROACH I TOOK TO DEVELOP THIS GAME

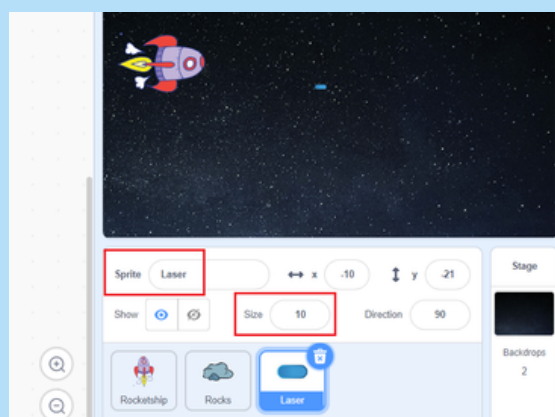
PICK THE SPRITE [ROCKETSHIP]



CONTROL THE SPRITE [WITH UP AND DOWN
ARROW KEYS]

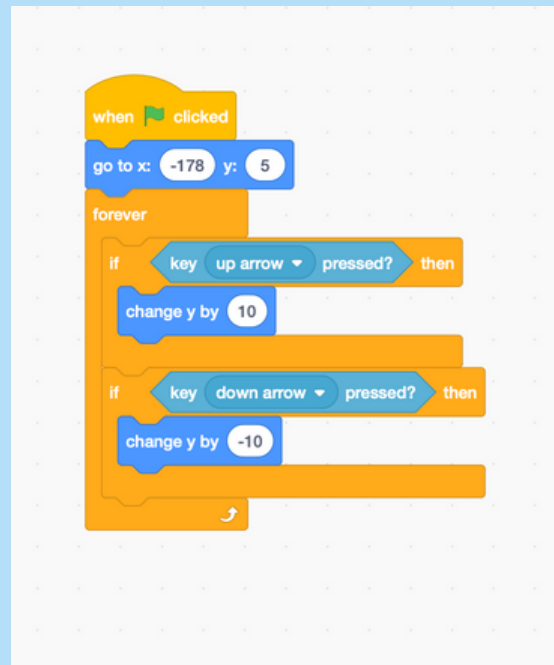
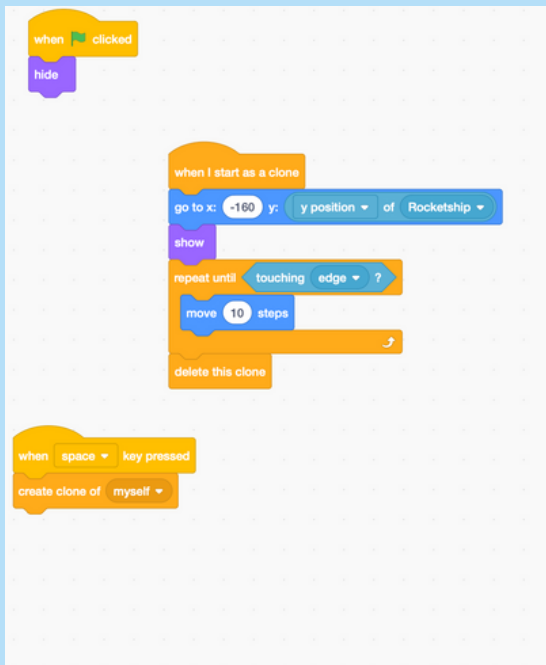
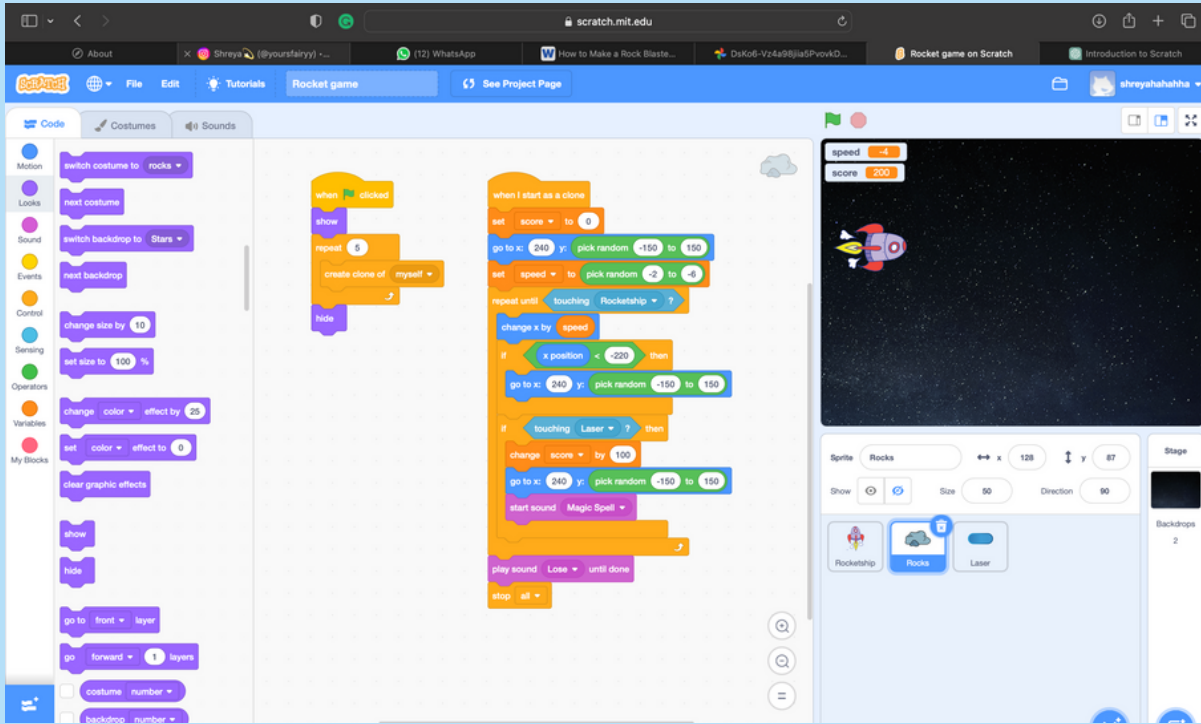


ADD THE ENEMIES [ROCKS]



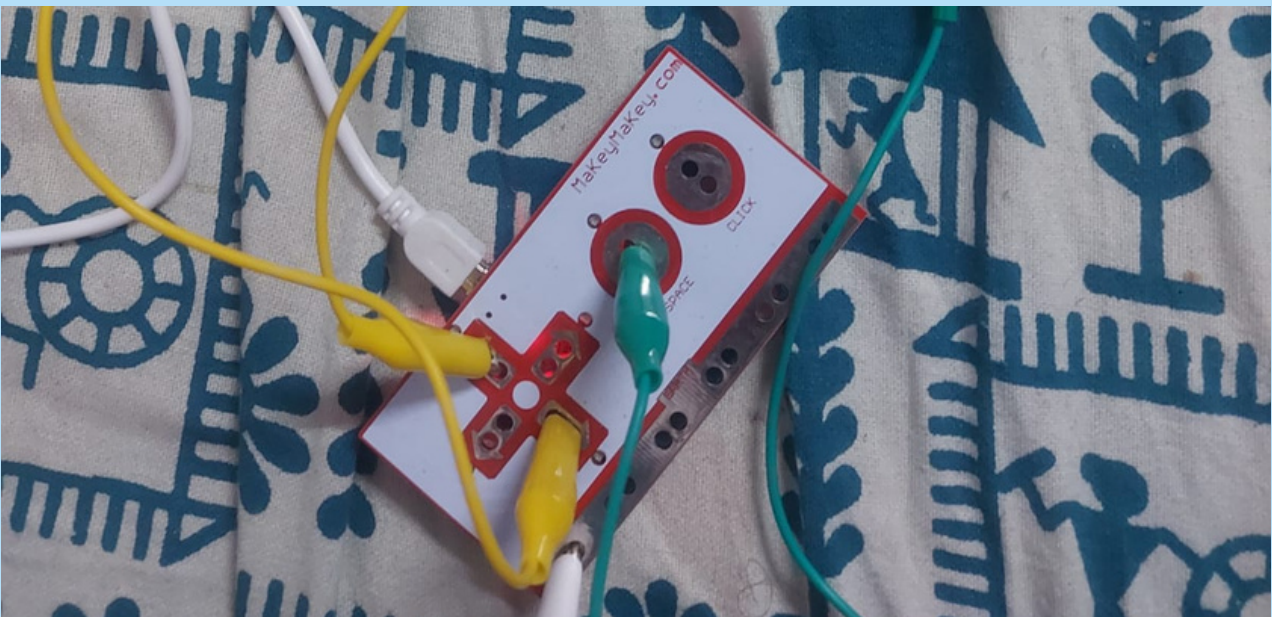
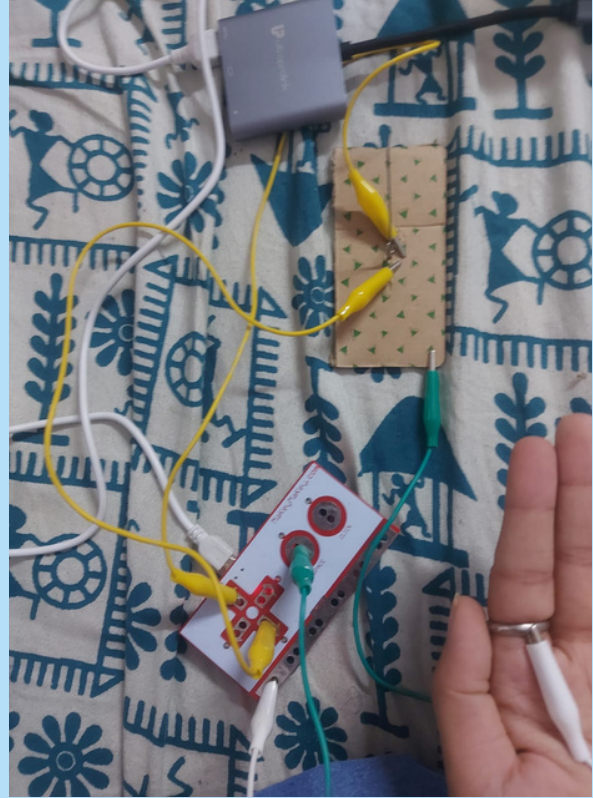
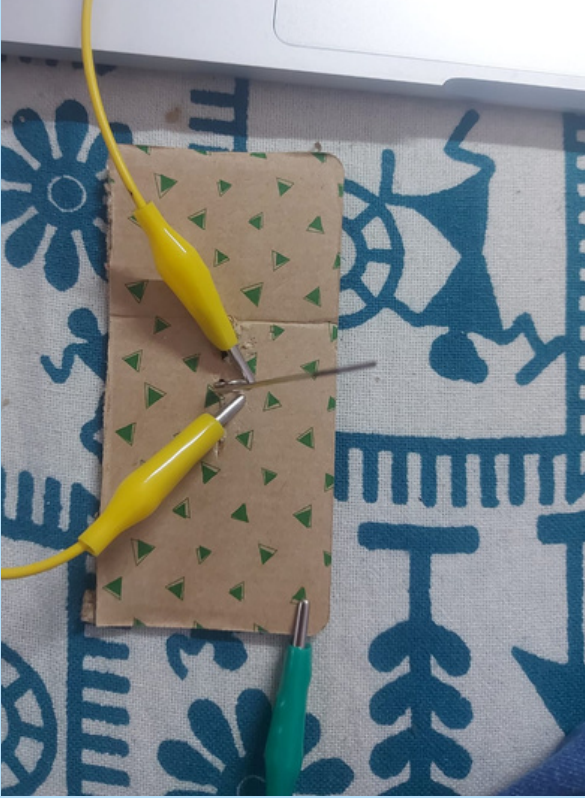
SHOOT THE LASER [SPRITE]

CODING



THIS IS SOME
SCREENSHOTS FROM
THE PROCESS

HARDWARE



THIS IS SOME
SCREENSHOTS FROM
THE PROCESS

FOR THE HARDWARE COMPONENT I USED
MAKEY MAKEY ALONG WITH A PIECE OF
CARDBOARD AND A BROKEN SAFETY PIN

I TOOK A SUSTAINABLE APPROACH ON THIS
AND MADE A JOYSTICK OUT OF IT.

THIS JOYSTICK COULD ROTATE 360 DEGREE
BUT SINCE MY GAME REQUIRED ONLY UP
AND DOWN CONTROLS I RESTRICTED THE
MOVEMENT TO 180 DEGREE SO AS TO
REMOVE CONFUSION.

I ALSO ADDED A CONTROL FOR SPACE KEY
THROUGH WHICH ROCKET FIRES LASER
BEAMS.

LINK TO VIDEOS-

https://youtube.com/shorts/_louivLLCz0

<https://youtube.com/shorts/pORHmUyVjXA>

THIS IS SOME VIDEOS FROM THE PROCESS

LINK TO GAME

<https://scratch.mit.edu/projects/835274690>

LEARNINGS

I STARTED WITH LEARNING BASICS WHICH LEAD ME TO EXPERIMENT WITH SCRATCH. I FOLLOWED FEW TUTORIALS WHICH HELPED ME BUILD SMALL PROJECTS WHICH ULTIMATELY RESULTED IN THIS GAME.

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