# technocamps

Inspiring | Creative | Fun
Ysbrydoledig | Creadigol | Hwyl

Scratch
Top Tips

Scratch is a drag-and-drop style software, enabling you to learn the importance of certain aspects of programming without the difficulty of handling syntax errors or code constructs. This includes learning about sequencing your commands and the importance of clear, concise instructions for the computer to interpret.
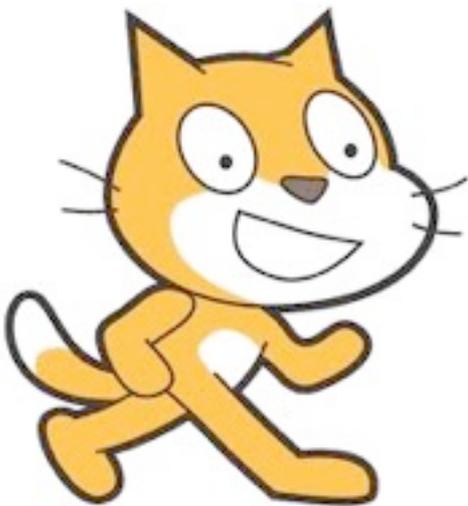
Start Simple: Do a Background and your characters

Sprite: A sprite is what we call our 2D image we are using for our characters within our game. Your Sprite can be drawn by clicking on "Paint new sprite" or you can import one of the many images we have already available by clicking "Choose new sprite from file".

Stage: The stage is the background of the game you are creating. You can edit this from the white blank screen by selecting the "background" tab and either drawing one of importing one that already exists on file.

Get your sprite to move!

You will need to get your Sprite to face the chosen direction before you tell it to move.

```
when  right arrow ▼  key pressed
point in direction  90 ▼
move  10  steps
```

Creating features for your games such as enemies and obstacles aren't as complicated as they may sound. As soon as you begin to play with some of the "forever" loops and the "Control" category and have a feel for the commands available in the "Motion" category - you will be able to create gliding enemies, static objects to avoid or even 2 player games by using "W", "A", "S" and "D" keys instead of the arrow keys!

All of the commands are coloured co-ordinated according to the category they are from. This will help you to locate certain instructions to add to your script, or even have a better understanding of what exactly the command does.

Your most important category of instructions is the "Control" section. All of your commands should be either wrapped by one of the loops available (such as forever if) or your commands must start with a "Control" instruction. It is very important because these tell the computer WHEN to do the commands rather than just listing them for the computer to complete. It can also enable you to consider conditions "IF a certain condition is met THEN output a certain result".

Additional Features

Adding Sound

Within the "Sound" category there is a range of commands available to you to add to your game. Controls that could supply your game with background music or even give your characters voices. These can also be imported from a range already available to you on file, but there is the option to record your own Voice or sounds.

```
when [flag] clicked
forever if < touching Sprite2 ? >
    play sound meow
```

Costume Change

The "Looks" category contains some handy commands you could use, especially if you want to do things like "collectables" for your game or even levels. By being able to change the costume you could design a new layer to "show" when a certain condition is met in your script. You could even simply "switch to the next costume".

```
when [flag] clicked
forever if < touching Sprite2 ? >
    switch to costume costume2
```

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