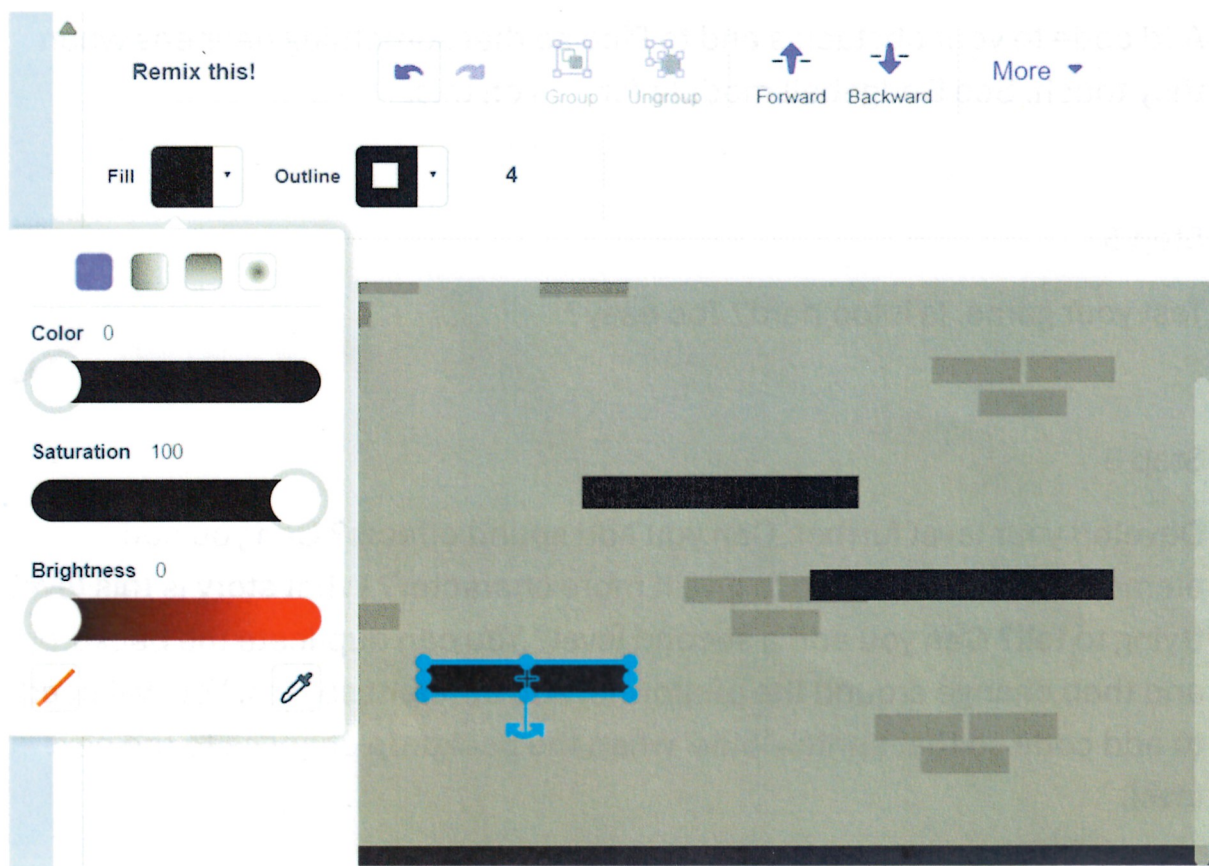


## Remix Guide

### Step 1

Create your platforms. Click on stage at the bottom right, then backdrop at the top left. Make sure 'fill' is set to 0 colour, 100 saturation, and 0 brightness. Design the platforms for your level! Think about where you want Pico to start, where to finish to get to the next level, and where the obstacles will go.



### Step 2

Test that Pico can reach all the platforms by jumping. Move or add platforms as necessary. (Tip – after designing a platform, make sure it is deselected ((is not outlined in blue like the above image)), or as you move Pico using the arrow keys the platform will also move!)

### Step 3

Once you are happy with your platforms, now we need to add some obstacles! You can look at some of the finished games in the Studio for inspiration or try looking at some of the Scratch modules on the Code Club website. (Tip – Ghostbusters and Boat race from Scratch Module 1, and Dodgeball from Scratch Module 2 are helpful)

### Step 4

Add code to your obstacles and to Pico so that something happens when they touch. See Dodgeball module for tips on this.

### Step 5

Test your game. Is it too hard? Too easy?

### Step 6

Develop your level further. Can you add sound effects? Can you add elements to the backdrop to give it more character? What story is this level trying to tell? Can you add a second level? You can duplicate the backdrop and then change around the platforms, add different sprites. You will need to add code so that sprites 'hide' when the backdrop changes to the next level.

### Step 7

When your level is ready, click on share. Make sure to select 'Add to Studio', then click on 'Code Club Platformer!' Your project will now appear in the Studio for others to see, and for the host to add to the overall game!



Remix this! remix-3

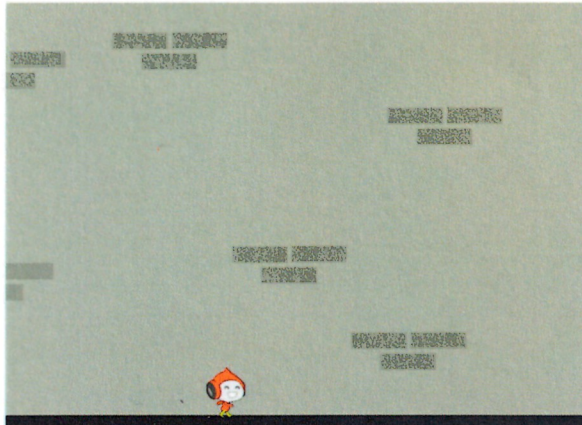
See inside



Set Thumbnail



Thanks to [LeedsLibsCodeClubs](#) for the original project  
Remix this!



#### Instructions

*Tell people how to use your project (such as which keys to press).*

#### Notes and Credits

*How did you make this project? Did you use ideas, scripts or artwork from other people? Thank them here.*



0



0



0



1

Unshared

+ Add to Studio

Copy Link

### Add to Studio



Code Club Platformer!



Close

Okay