

MakeCode Arcade Zombie Chase



Makecode Arcade Help Sheet 1: Getting Started

on start

set Pupil to sprite of kind Player

animate Pupil
frames
interval (ms) 500
loop ON

set life to 3

move Pupil with buttons

camera follow sprite Pupil

set tilemap to tilemap

set Zombie1 to sprite of kind Enemy

set Zombie1 position to x 250 y 110

set Zombie1 follow Pupil with speed 20

splash "Avoid the Zombies!" "Find the tree to escape!"

set Level to 1

In the 'On Start' block, add your sprites, sprite behaviours and animations, tilemap design for level 1 and controls

Explorer Tasks

- Add music to your game
- Add player instructions to your game
- Add items for the player to collect
- Add a level 2, with more sprites

When a zombie overlaps the player sprite, the player loses a life, and the zombie respawns. Game over when all lives are lost!

on sprite of kind Enemy overlaps otherSprite of kind Player
change life by -1
destroy Zombie1 with ashes effect for 500 ms
set Zombie1 to sprite of kind Enemy
set Zombie1 position to x 250 y 110
set Zombie1 follow Pupil with speed 20

on life zero

game over LOSE

Makecode Arcade Help Sheet 2: Add more levels and Zombies

Add a tilemap overlap block to change level. Add sprites & make the L2 sprites faster!

```
on sprite of kind Player overlaps zombie at location
  splash "Well done!" "Now find the treasure chest!"
  set tilemap to tilemap
  set Zombie1 to sprite of kind Enemy
  set Zombie1 position to x 250 y 110
  set Zombie1 follow Pupil with speed 20
  set Zombie2 to sprite of kind Enemy
  set Zombie2 position to x 250 y 110
  set Zombie2 follow Pupil with speed 40
```

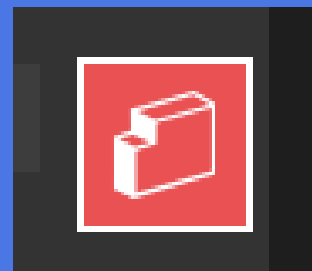
Explorer Tasks

- Add music to your game
- Animate Zombie Sprites
- Add items for the player to collect
- Add more levels and enemies!





Add instructions for the player onto a splash screen. Add to 'On Start' and your Level Change blocks

Add wall blocks that block the player!

```
splash "Avoid the Zombies!" "Find the tree to escape!"
```



Makecode Arcade Help Sheet 3: Add Slime!


```
on sprite of kind Player overlaps  at location  
  splash "Well done!" "Now find the treasure chest!"  
  set tilemap to tilemap   
  set Zombie1 to sprite  of kind Enemy  
  set Zombie1 position to x 250 y 110  
  set Zombie1 follow Pupil with speed 20  
  set Level to 2  
  set Zombie2 to sprite  of kind Enemy  
  set Zombie2 position to x 127 y 25  
  set Zombie2 follow Pupil with speed 30
```

On the L2 block, now add a slime projectile and make it originate at Zombie 2!

Explorer Tasks

- Add music to your game
- Animate Zombie Sprites
- Target the slime at the player
- Add more levels and enemies!

Use the game update block and 'if' block to generate slime only on L2

```
on game update every 5000 ms  
  destroy all sprites of kind Projectile  
  if Level ≥ 2 then  
    set slime to sprite  of kind Projectile  
    set slime position to x Zombie2 x y Zombie2 y  
    set slime velocity to vx 50 vy 50
```

```
on sprite of kind Player overlaps otherSprite of kind Projectile  
  change life by -1  
  destroy slime with spray effect for 500 ms
```