

Coding Club Flatgame

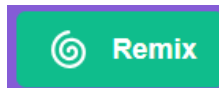
This is a slightly simplified set of instructions as the complete instructions are a bit unclear at times. We want to make a flatgame where the player sprite explores a background photo from the Mitchell Library with some objects scattered round it.

(You can find the full instructions and some examples of flatgames here:

<https://projects.raspberrypi.org/en/projects/flatgame>)

Start here

Log into your Scratch Account.



Next click here: [Mitchell Flatgame - start here on Scratch](#) and click the green Remix button.

The main sprites are:

A **background sprite** with a costume that's a photo of a bit of the Mitchell Library. It has a cunning piece of code that makes it appear much bigger than it really is.

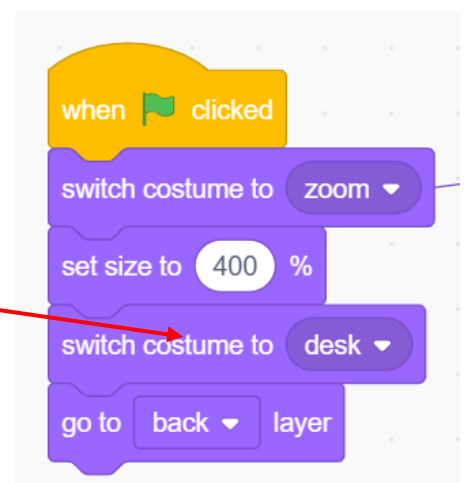
A **player sprite** that's a normal size and is the sprite that appears to explore the background as the person playing it presses the arrow keys.

Some **interesting object sprites**. Drawing/paintings of things you might find at a coding club session or that remind you of one. These just sit in one place.

The Background Sprite

First, go into the **Costumes tab** and choose one of the costumes there: table, desk or wall.

Make sure you change **the switch costume to** dropdown in the code that's already in the sprite to the name of your chosen costume:



Next, add this code to the bottom of the code already in the background sprite.



The Player Sprite

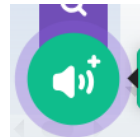
Draw or paint a player sprite that's going to investigate the background and objects. Get an adult at home to help you take a photo of it and upload the photo to the computer or tablet you're coding on. **Watch this video** to see how to do it:

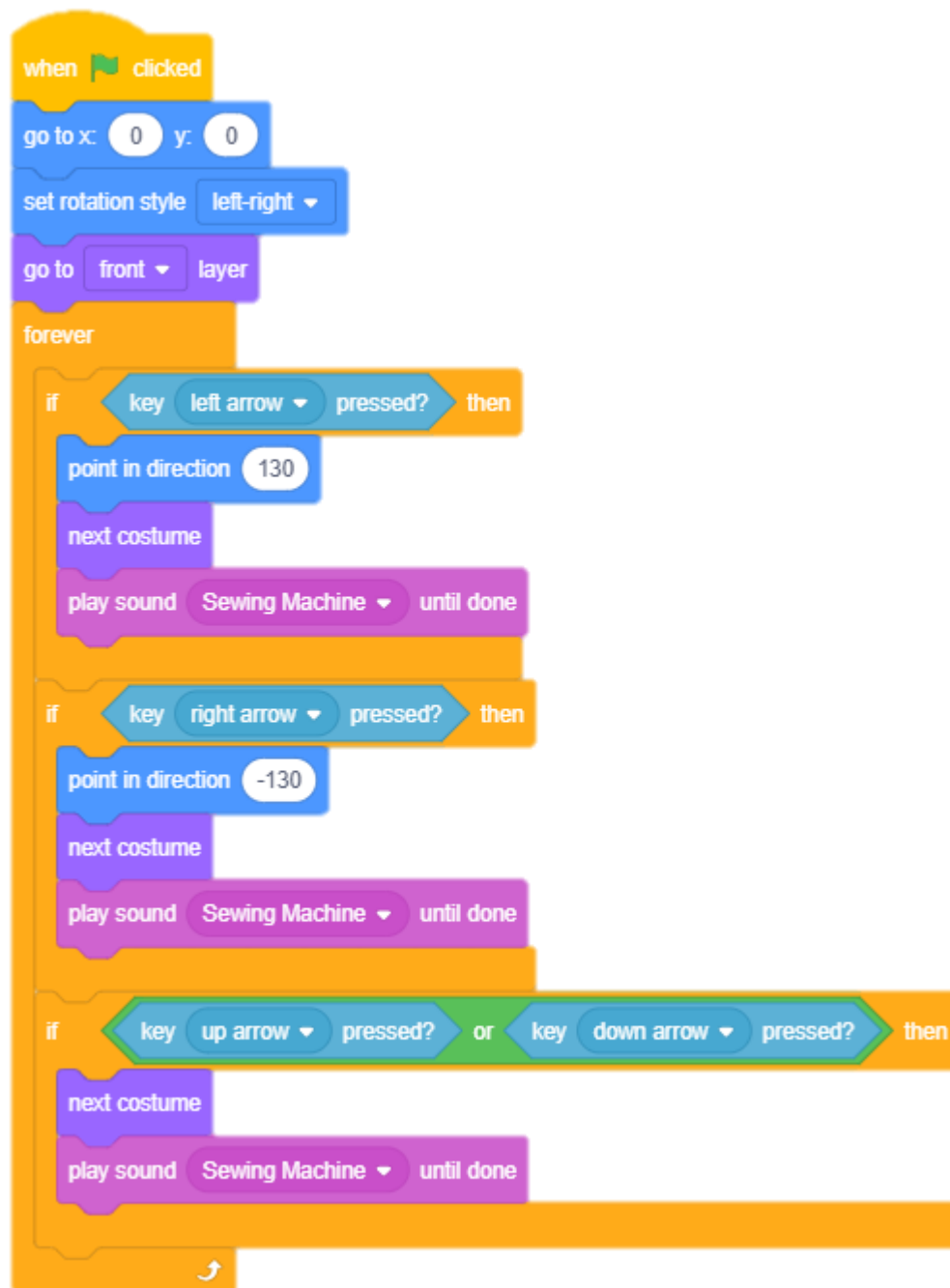
<https://www.youtube.com/watch?v=5KCRsAF2QNo>

Surprising fact: the player sprite doesn't really move anywhere. It's the background sprite that moves, making the player sprite *look like* it's moving.

Add code

Add this code to the player sprite (you can choose a different sound effect for it moving by going into the Sounds tab and clicking on the choose a sound icon at the bottom left of the window).





When you click on the Start flag now you should be able to move your player character round the magnified background.

Interesting Objects

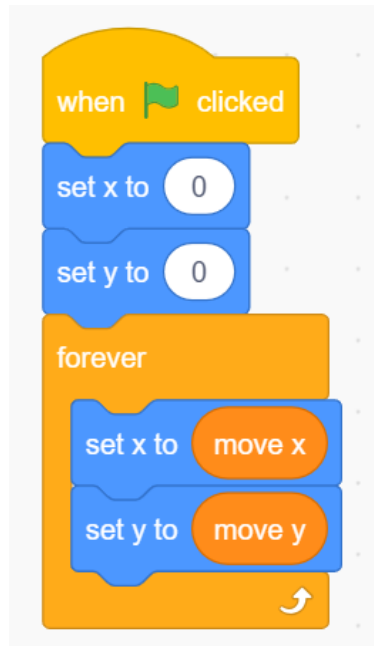
So that the player has stuff to look at as they travel round the background, we need a few other sprites showing things that make you think of your coding club.

Upload your drawing or photo and remove the background just like you did with the Player sprite (the same **video** will show you how to do this:

<https://www.youtube.com/watch?v=5KCRsAF2QNo>)

Add Code

Add this code to all your object sprites:



Share your project

Click the Share button



Go to our [Flatgame Scratch Studio](#) and click the browse projects button to see all your shared projects. Select your flatgame project to add it to the studio.

Browse Projects