4.1 Fly Mike No.1

Intro

Mike entered the Time Portal flying Mike No.1. In the portal, he saw a giant maze which contained lots of obstacles that might stop Mike No.1 from passing through. What we need to do now is help Mike No.1 avoid those obstacles.

Task

1. Manually control Mike No.1 and make it through the maze.

Start Learning

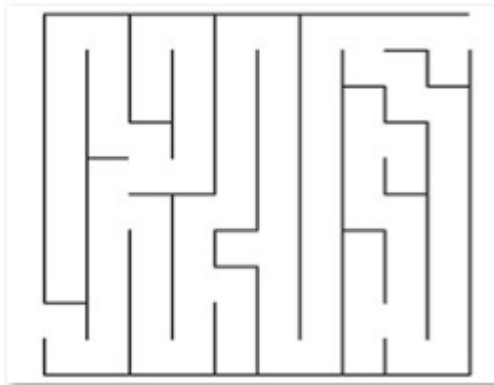Use direction keys to control the flying of Mike No.1 in the maze.

Block	Explanation	Example
when up arrow key pressed	When "Up Arrow" is pressed	when up arrow key pressed point in direction 0 move 2 steps
point in direction 0	The sprite will face upwards	

★ Practice
Make this happen: When the space key is pressed, Mike will talk to us.

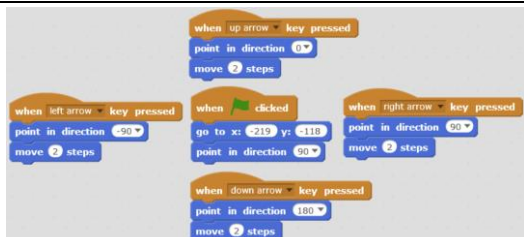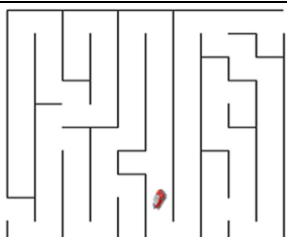☆ Explore
Import 2 photos: "Maze.png" and "Transformation.png"

Maze.png

Transformation.png

Achieve

Sprite	Program	Effect
Transformation	when up arrow key pressed point in direction 0 move 2 steps when left arrow key pressed point in direction -90 move 2 steps when clicked go to x: -219 y: -118 point in direction 90 when right arrow key pressed point in direction 90 move 2 steps when down arrow key pressed point in direction 180 move 2 steps	

Additional Training

Create a "Keyboard Response Program": when **a** is pressed, the sprite will say "You've pressed a", when **b** is pressed, the sprite will say "you've pressed b", and so on.

Sprite	Program	Effect
Sprite1		

Homework

Create 2 sprites on the same stage, one being controlled by direction keys and the other one controlled by ASDW keys.

What You've Learnt?

Adventure Diary (Self-Assessment)

Gas Station (Other's Assessment)