



MakeCode Arcade Platform Game, Part 1



Challenge Level

```
on start
  set background color to 
  set myCharacter to sprite  of kind Player
  move myCharacter with buttons vx 100 vy 0
  set tilemap to tilemap 
  set myCharacter ay (acceleration y) to 350
  camera follow sprite myCharacter

on A button pressed
  if myCharacter vy (velocity y) = 0 then
    set myCharacter vy (velocity y) to -150
```

The platformer or side-scrolling game is a popular genre. We will combine elements including sprites, tilemaps, camera controls, and **conditional** statements to make the basic level and actions.

```
on sprite of kind Player overlaps  at location
  game over WIN with confetti effect

on sprite of kind Player overlaps  at location
  game over LOSE with dissolve effect
```



Loop: contains code that will repeat forever

String: output of words and numbers

