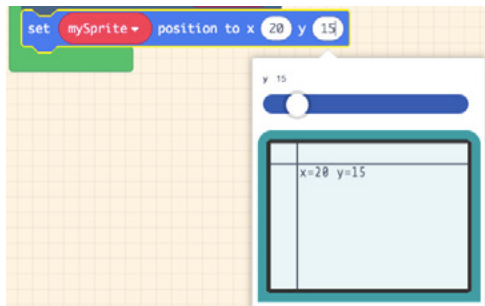


NATIONAL ARCHAEOLOGY WEEK

Archaeology Arcade Game: Episode 2 – Worksheet

This episode is about filling the background in with dirt.

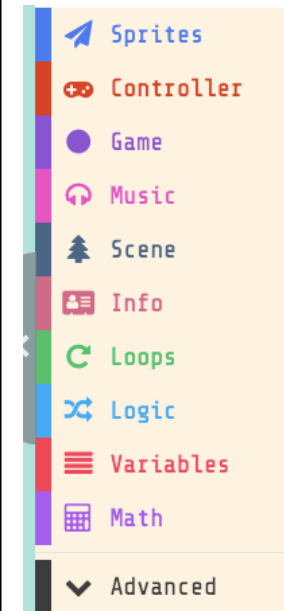
Q1. What did this block allow you to do?



Q2. What happens when the player sprite overlaps with the dirt sprite? _____

Q4. What is a variable? _____

Q3. Circle the category that contains blocks which allow you to destroy another block:



If you would like a copy of the answers to the worksheets, please email education@crrda.org.au

NATIONAL ARCHAEOLOGY WEEK

Archaeology Arcade Game: Episode 2 – Code

Code for Episode 2.

```
on start
  set mySprite to sprite [Player] of kind Player
  move mySprite with buttons
  splash "Dig for bones!"
  set tilemap to [ ]
  camera follow sprite mySprite
  set mySprite position to x 20 y 15
  set blanktiles to array of all [ ] locations
  for element value of blanktiles
  do
    set dirt to sprite [Dirt] of kind Food
    set dirt position to x value x y value y
  on sprite of kind Player overlaps otherSprite of kind Food
    destroy otherSprite with disintegrate effect for 100 ms
```