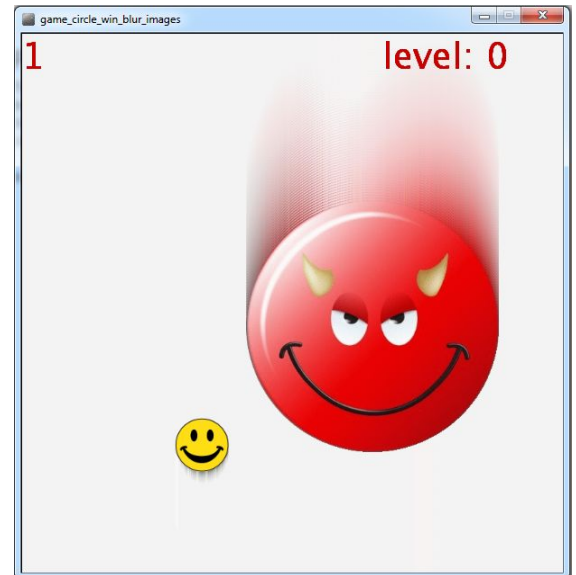


What will we be learning in this Lesson?

- Create our first project.
- Customize it to make it our own.
- Test it and fix any bugs.

Our first Project - The Ball Dodging Game:

We want to make a game where balls drop down the screen and the user controls a character that has to avoid the dropping balls. We hope to make something like the game you see on the right. Remember, this is **your** game - after you have finished the basic version feel free to make any changes you want!



Tasks:

1. Make a player ball that moves with key presses.
2. Make an enemy ball that moves down the screen at random places
3. When the enemy goes off the screen, move it back to the top
4. Write the collision detection code between the player and the enemy.
5. When the two balls collide, the game is over
6. Add a “game over” screen to your game

Once you’ve completed these tasks, you should have your first game! But there are a lot more things you can add to make the game harder and more fun to play.

Bonus Tasks:

1. Add a score system for your game, every time you successfully dodge the ball, increase the score by 1.
2. Add a restart button in your “game over” screen to start the game over.
3. Make the enemy fall faster as your score gets higher.
4. Improve the design of your “game over” screen.
5. Add levels, e.g. Move the character closer to the top of the screen after the player avoids a certain number of balls.
6. Add images for the background, the player and the enemy.

Make sure to show us your game when it is done. If we're happy with it, we'll move you on to the next grade.