



Road Crossing App

Game Building

- Conceptual Design
- Physical Implementation

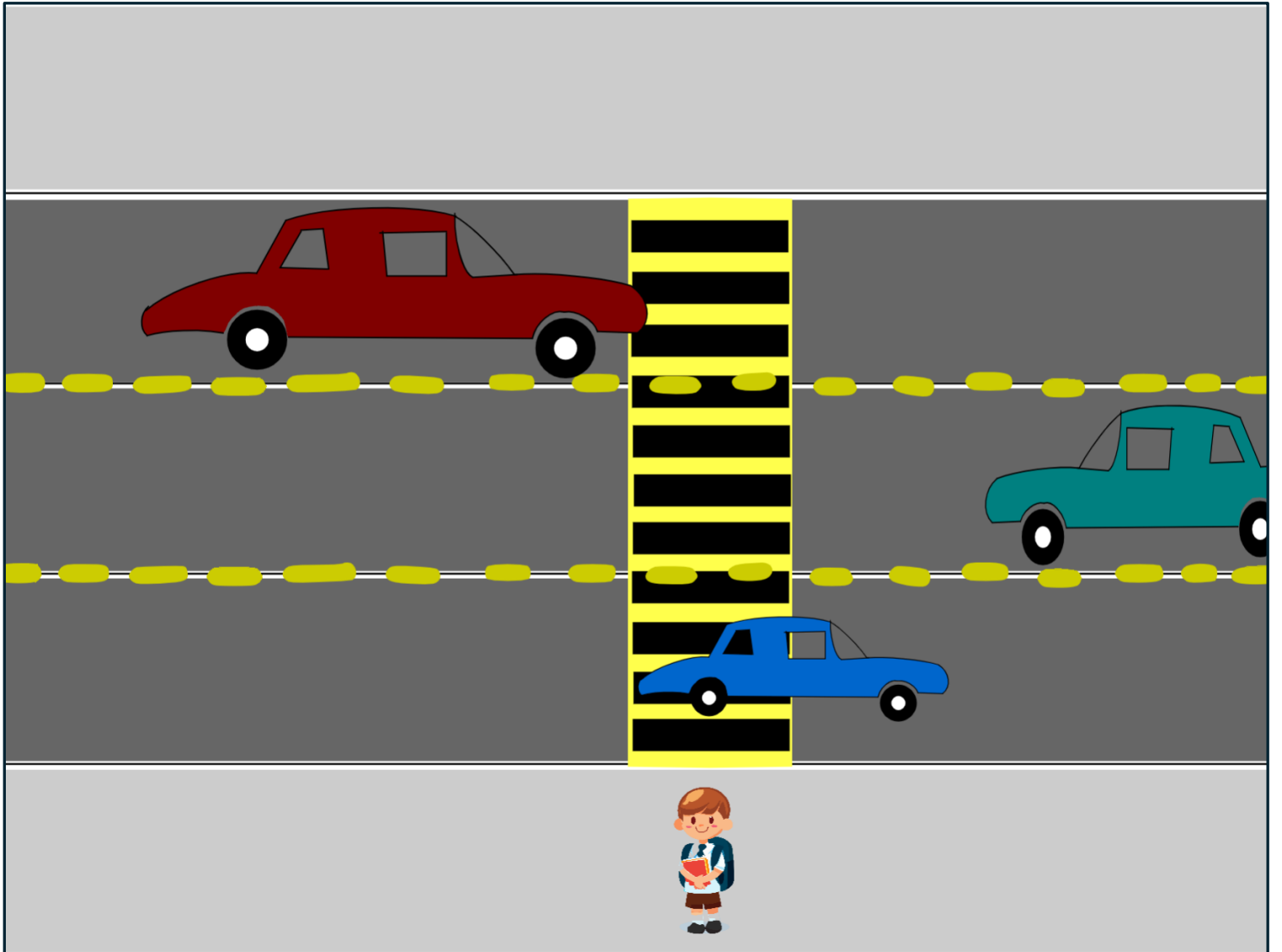


Conceptual Design

- Understanding the game objectives.
- Outlining the game specifics.

Game Analysis

- Player uses a key-up and key-down to direct the child character across a busy street.
- Each car moves in its own lane at a given speed.
- The child character is positioned back at its original location if it collides with a car.





Physical Implementation

- Game Dimensions
- Timeline Construction
- Analysis of Programmatic Elements
- Construction Tasks

Game Canvas Dimensions

500 Height



720 Width

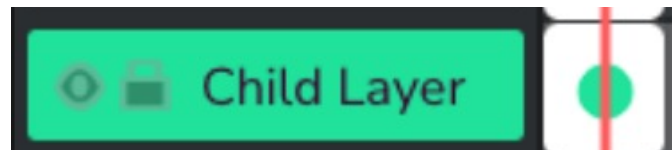
Timeline Construction



Analysis of Programmatic Elements



Programmatic Elements

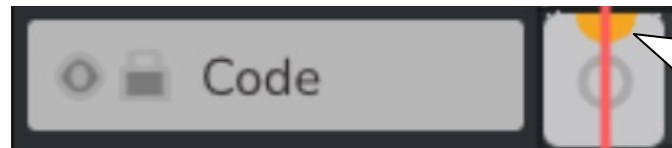


Element 1

Clip (child) code to control the child.

1. Use a Keyreleased Script to respond to arrow keys.
2. Tip Use :

```
if (key == "up")
```



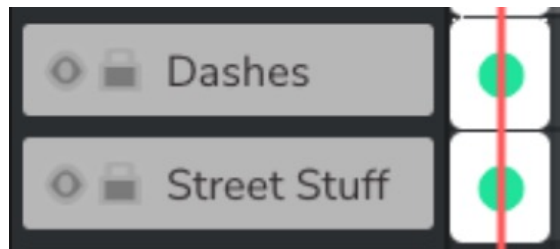
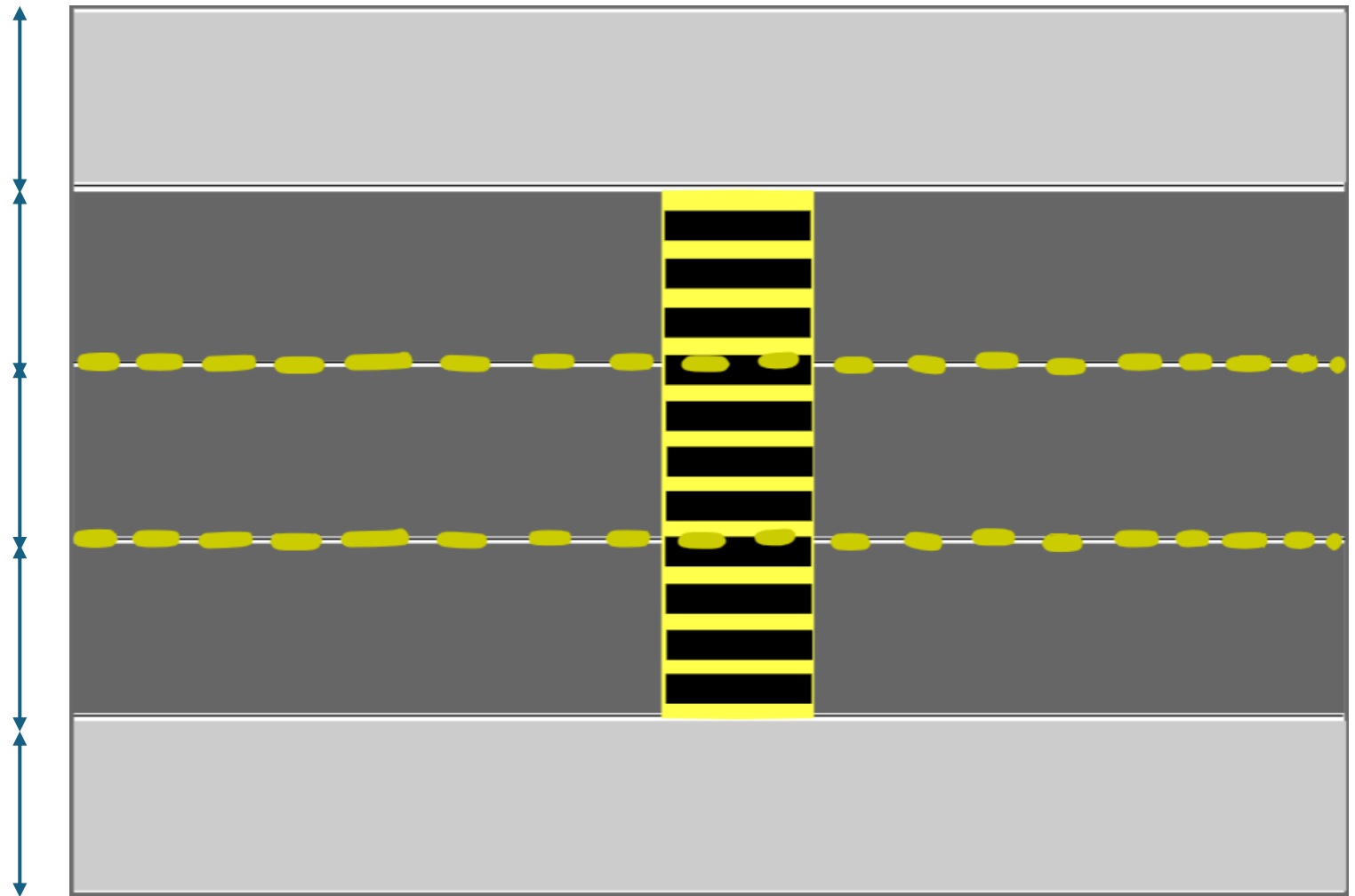
Element 2

Timeline code for the game loop.

1. Use a Default Script to initialize speeds for each car.
2. Use an Update Script to update cars after each loop.

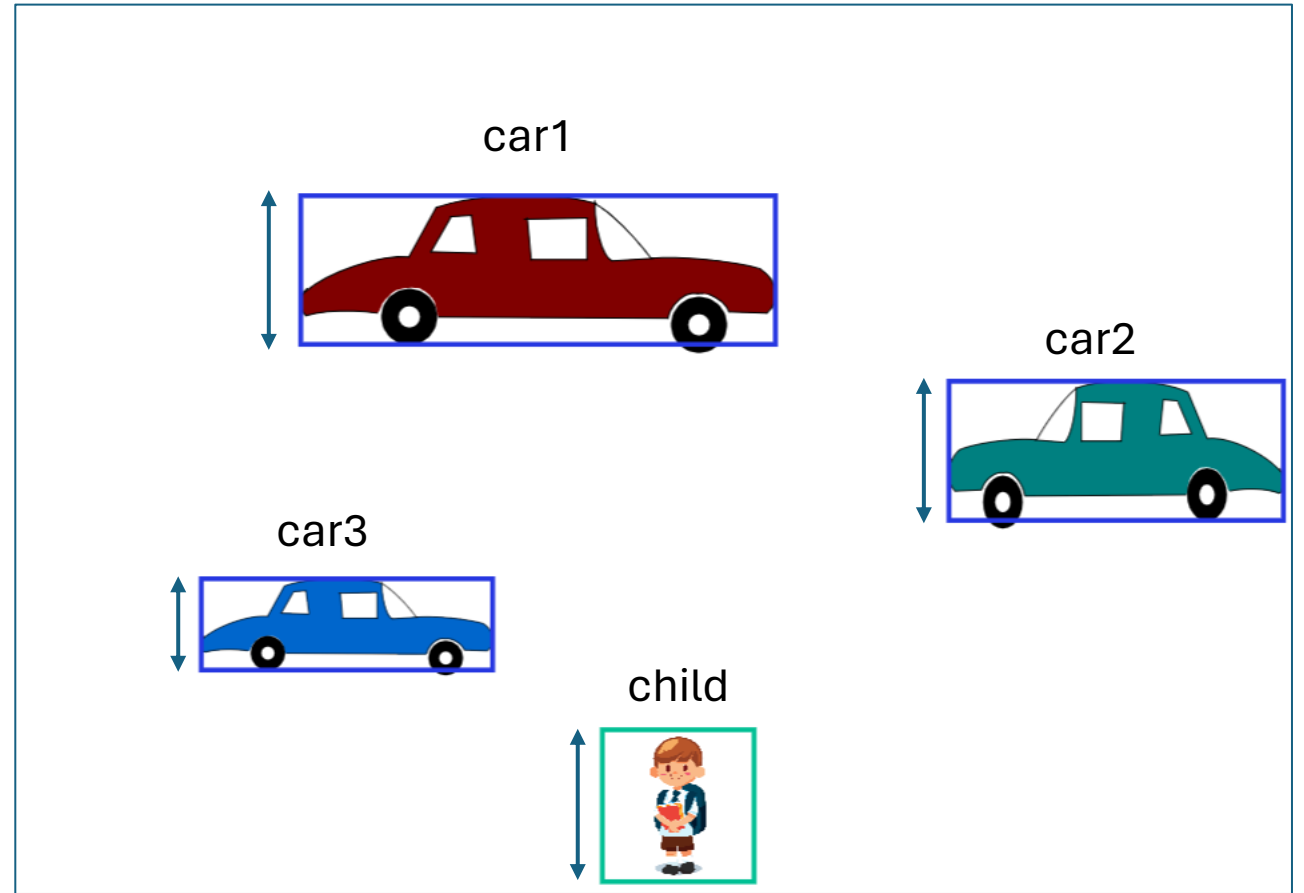
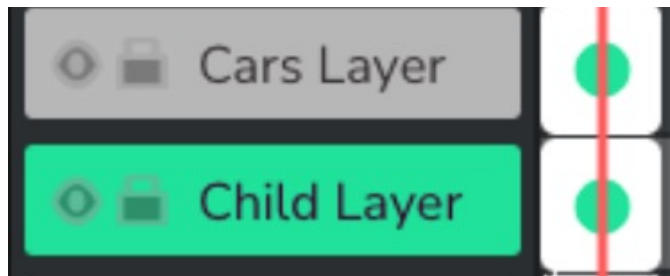
Street Construction

Each piece has
A height of 100.

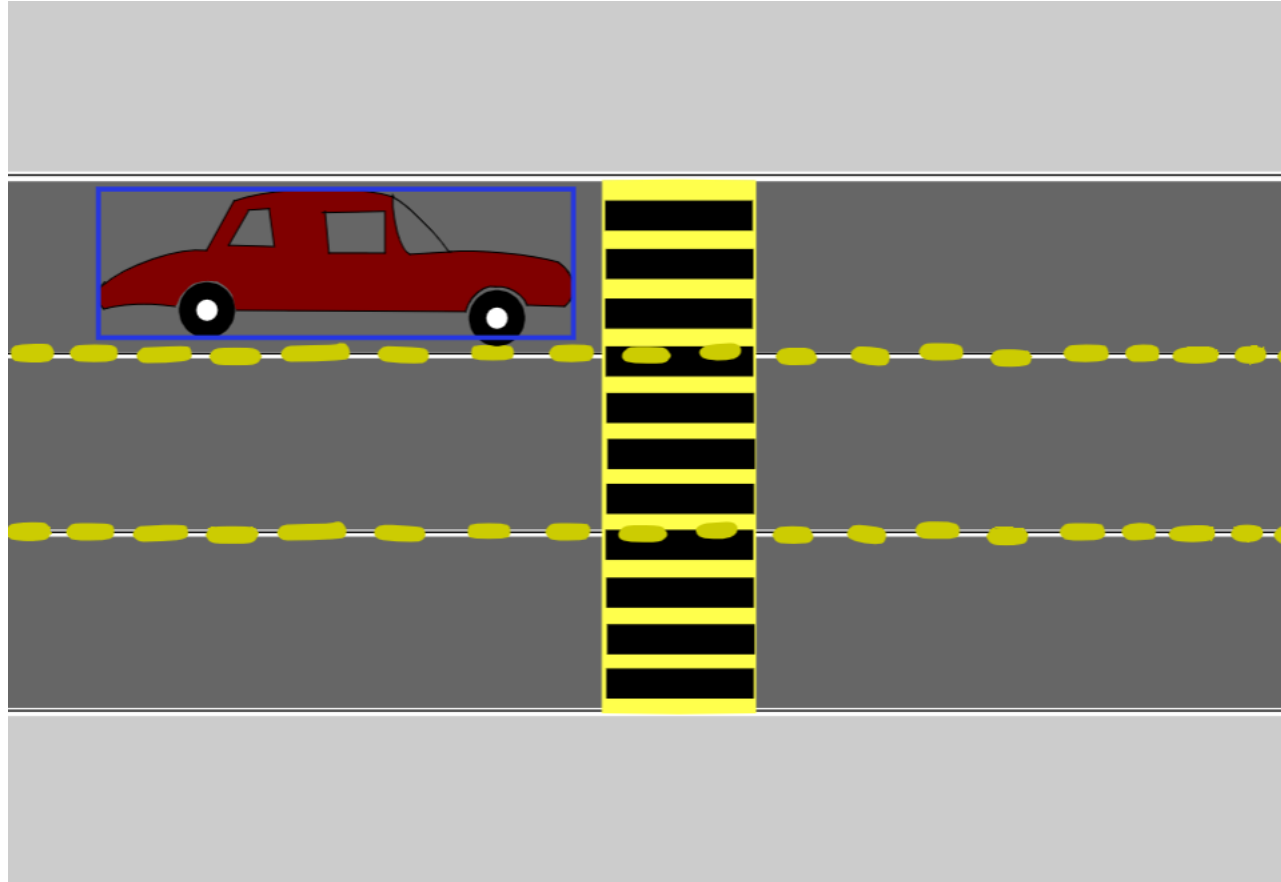


Clip Construction

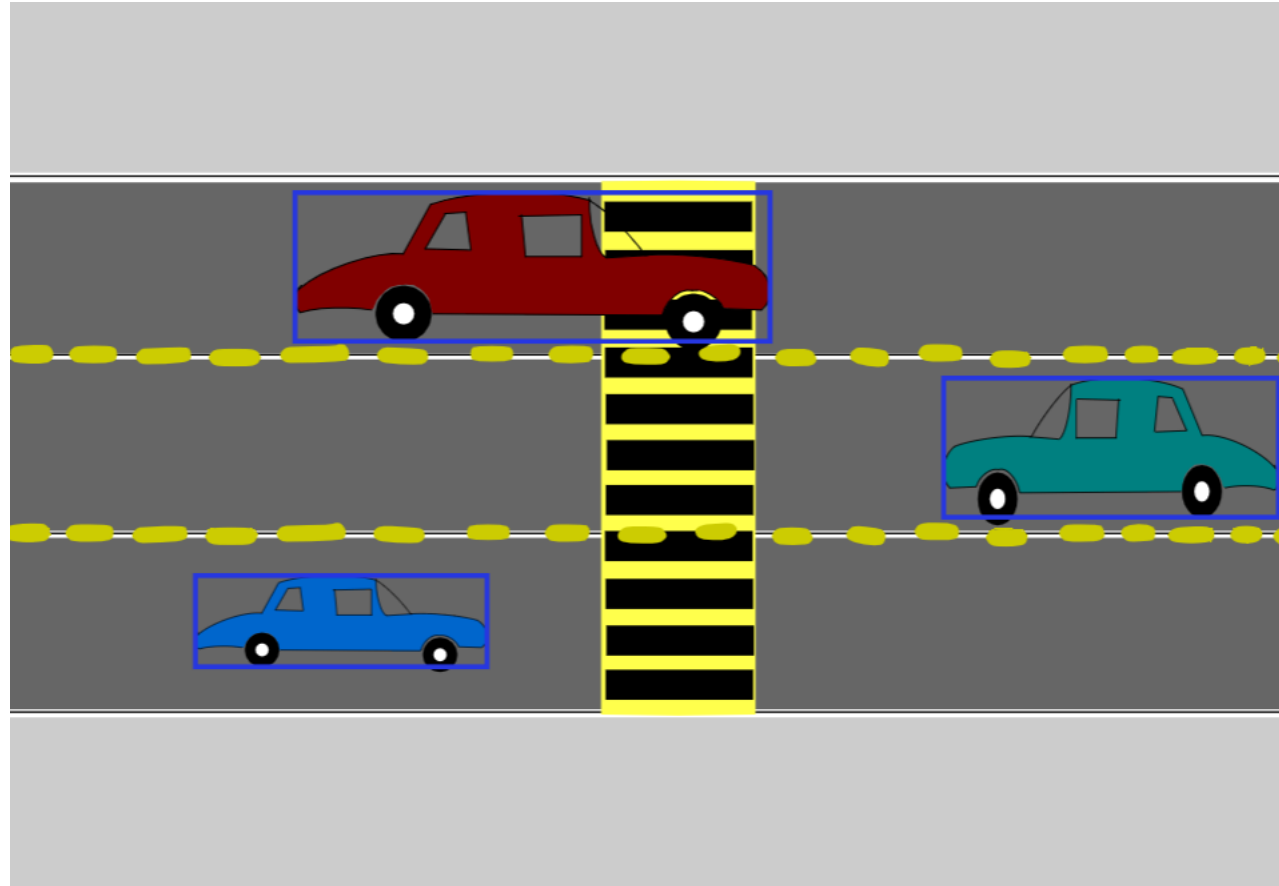
Each clip must be names.
TIP: Height should be no more than 85.



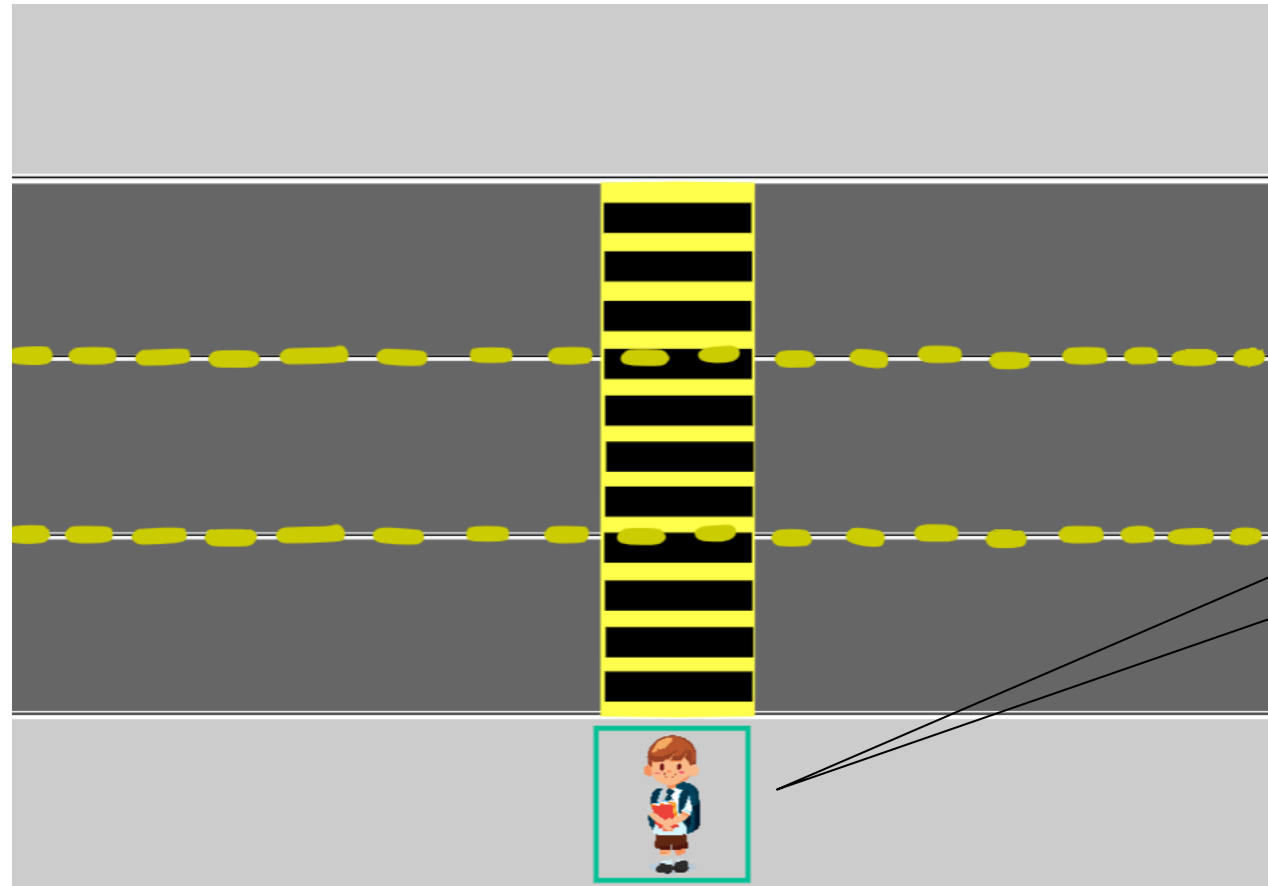
Task 1: Create the Game with only `car1`. Test.



Task 2: Add Movement for `car2` and `car3`. Test.

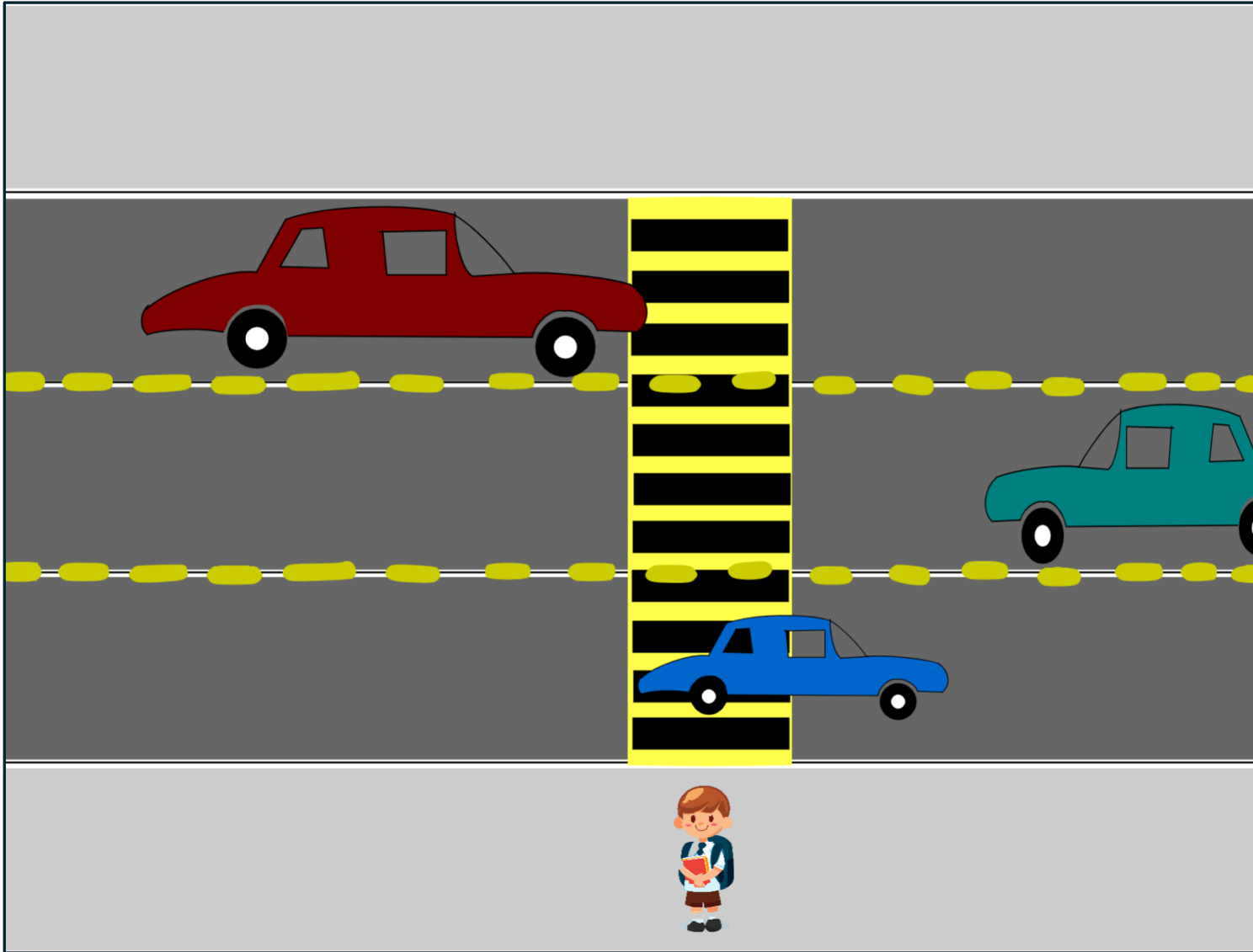


Task 3: Add Movement for `child`. Test.



Write the code
in the `child`
clip.

Task 4: Complete the game. Add a `hit`.



Write the code
to test for a
`hit`.

Task 5: Test.

