

DONKEY KONG

By popular demand, we're coding the 1981 arcade classic, which marked the first-ever appearance of Mario. Don't let the gorilla get you over a barrel!. You can find the starter file for this project <u>here</u>.

MARIO



```
when I receive level start 

forever

if Move Type > 0 and Velocity = 0 then

play sound Mario Walking 

when I receive dead 

stop other scripts in sprite 

switch costume to die 1 

repeat 4

wait 0.2 seconds

next costume
```

MARIO (CONT)

```
Animation Frame = 1
       Move Type = 0
switch costume to € idle ▼
                                 Animation Frame = 1
      Move Type = 1
switch costume to | walk1 ▼
       Move Type = 1
                                               = 2
switch costume to | walk2 ▼
                                 Animation Frame = 1
       Move Type = 2
switch costume to climb ▼
       Move Type = 2
                                               = 2
switch costume to climb1 ▼
          Velocity = 0
switch costume to walk2 •
```

Activate Windows
Go to Settings to activate \

COLLIDER

```
forever

If touching Donkey Kong ? or touching Barrel ? or touching Oil ? or touching Fireball ? then

broadcast dead ~

change Lives ~ by -1

play sound death ~ until done

go to x: -181 y: -169

wait 1 seconds

broadcast level start ~

If touching Pauline ? then

broadcast win ~

If Lives = 0 then

broadcast game over ~
```

```
when 💌 clicked
     ghost ▼ effect to (99)
go to x: (-181) y: (-163)
switch backdrop to backdrop1 ▼
     Velocity ▼ to 0
     Move Type ▼ to 0
     5 seconds
       Move Type ▼ to 0
         touching color
                                    key w ▼ pressed?
                                                              key up arrow ▼ pressed?
   change y by 2
        Velocity ▼ to 0
        Jumping ▼ to 1
        Move Type ▼ to 2
                                   key left arrow ▼ pressed?
     change x by (-4)
          Move Type ▼ to 1
                                   key (right arrow ▼ ) pressed?
     change x by 4
          Move Type ▼ to 1
```

This huge block of code continues on the next page

COLLIDER (CONT)

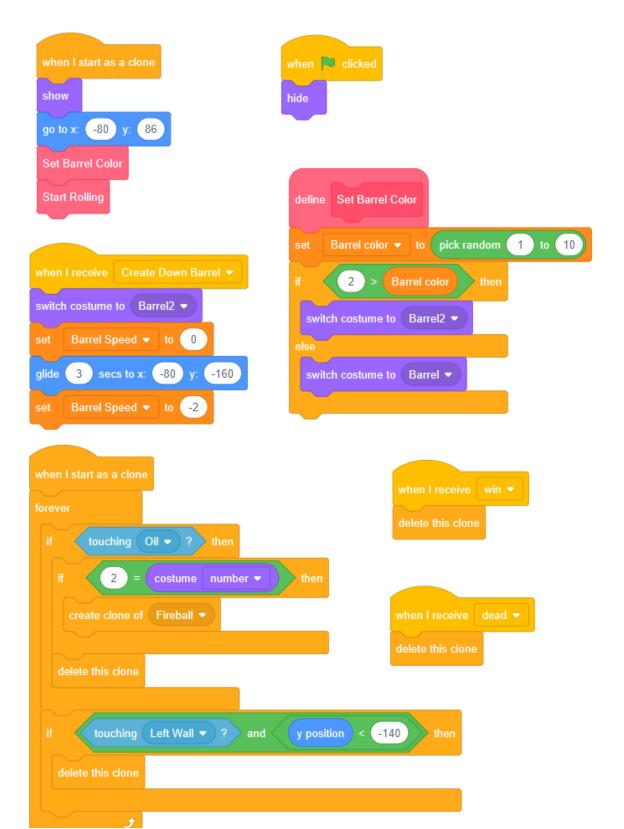
```
Jumping = 0
         key (space ▼ ) pressed?
         Jumping ▼ to 1
 change Velocity ▼ by (-0.6)
                       > (0
   change y by (-6)
                                                                 touching color
           touching color
                                      touching color
          Jumping ▼ to 0
     change y by 6
     Process Collision
          Velocity ▼ to 0
     change y by 6
change y by
                                                                                     Activate
                                                                                     Go to Sett'i
```

This huge block of code continues on the next page

COLLIDER (CONT)



BARREL



BARREL (CONT)

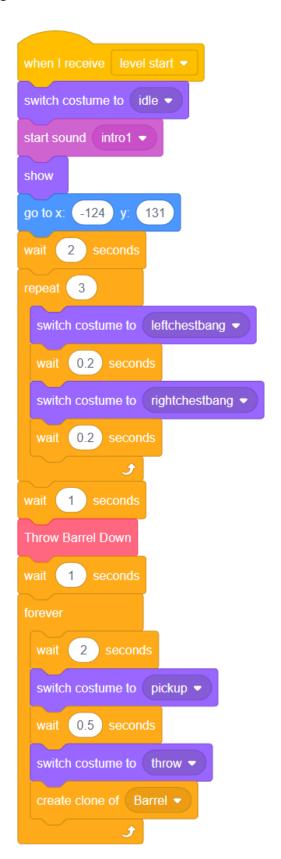
```
define Start Rolling
set Barrel Speed ▼ to 2
 change y by (-20)
                     ? then
if touching color
  change y by 20
  if pick random 1 to 30 = 1 then
    set Barrel Speed ▼ to 0 - Barrel Speed
    repeat until ont touching color or touching color ? or touching color
     change y by -2
    repeat until touching color ? or touching color ? or touching color
     change y by -2
  change y by 20
 change x by Barrel Speed
 if not touching color ? or touching color ? or touching color
  change y by (-2)
 if touching Right Wall ▼ ? then
  set Barrel Speed ▼ to -2
   touching Left Wall ▼ ? then
  set Barrel Speed ▼ to 2
 turn C Barrel Speed * 5 degrees
```

PAULINE





KONG





FIREBALL

```
when I start as a clone

set fireball speed  to 1

forever

repeat pick random 1 to 100

change x by fireball speed

if touching Right Wall ? or touching Left Wall ? then

set fireball speed  to fireball speed  -1

if pick random 1 to 10 = 1 then

set fireball speed  to fireball speed  -1
```

GAME LOSE



GAME WIN

